

PSM

TEKKEN for
PlayStation 2?



100% independent PlayStation Magazine

Street Fighter Alpha 3

**BEST FIGHTER
OF ALL TIME?**

- Full Review pg. 34
- Massive Strategy

**PlayStation 2
REVEALED!**
30+ Screens!

**FIRST LOOK:
DINO CRISIS**

**Hot new horror game
from the creators of
RESIDENT EVIL!**



imagine
MEDIA WITH PURPOSE

\$4.99US \$5.99CAN

05>



MAY '99 ISSUE 21 VOL. 3

MAD
LIQUID

NEED A SAVE
TAKE A SAVE
GOT A SAVE
GIVE A SAVE



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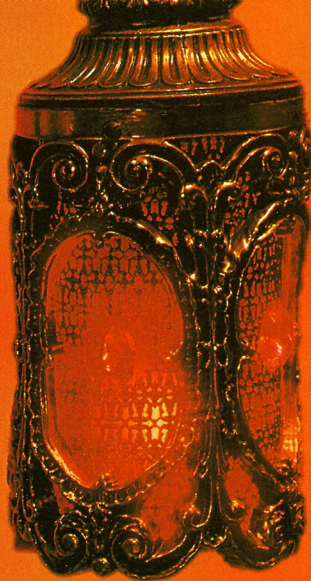
"A must have for any serious gamer...the DexDrive's the coolest accessory to hit console gaming since analog and rumbling joysticks." Gamepro

"*****...easily one of the coolest new ideas in PlayStation peripherals." PSM

"InterAct's DexDrive is by far the most incredible peripheral we have seen for the N64." IGN64

"The simple genius of the DexDrive never ceases to amaze me." Gamecenter

"This device is such a great idea, it's hard to believe no one has produced one before." Next Generation



good karma

In a game, as in life,
what goes around, comes around.
Give an all-star roster,
take a level you didn't know existed.
Brag about a high score,
accept someone else's to challenge.
Whatever can be saved,
can be traded.
Hook the DexDrive to your PC,
and email saves to your friends.
Or your competition.
Even post or download from the Internet.
With the DexDrive from InterAct,
everything you do comes back to you.
In one way or another.



Nintendo 64



PlayStation



DexPlorer

Now available for PlayStation and Nintendo 64 owners.
Download, post, discuss, request at www.dexchange.net.

DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"...very impressive indeed."

—EGM

As Razeel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.

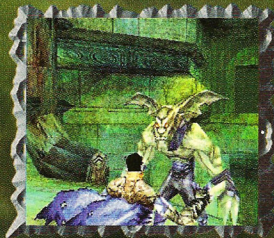


Morph onto the spectral plane and confront unique enemies and gameplay challenges

- ✦ Seamless gameplay: No load times
- ✦ Shift real-time between the material and spectral planes
- ✦ Dark gothic story

"Vampire fans get ready – Soul Reaver could be the ultimate thriller..."

—GamePro



The image is a promotional poster for the video game 'Legacy of Kain: Soul Reaver 2'. It features the character Kain, a vampire with blue skin and a white star-shaped scar on his chest, holding a large, bloody, screaming demon by its neck with a scythe. The demon has greenish-grey skin and is covered in blood. The background is a dark, misty green. The text '...YOU MUST DEVOUR THEIR SOULS' is written in a glowing green font. The title 'LEGACY of KAIN™ SOUL REAVER 2' is at the bottom right, with 'LEGACY of KAIN™' in red and 'SOUL REAVER 2' in a large, stylized yellow font. Logos for Crystal Dynamics and Eidos Interactive are at the bottom, along with their websites.

...YOU MUST
DEVOUR THEIR SOULS

LEGACY of KAIN™
SOUL REAVER 2

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www.crystald.com

www.eidosinteractive.com

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After seeing it in action, it's clear that PlayStation 2 is an unstoppable beast!



Erap, I just knew something like this was going to happen. Last issue I had to go and pull that PlayStation 2 April Fools' prank, and the very next month Sony actually goes ahead and unveils the thing! Who knew? Well, believe me folks, this is no joke this time—I promise I'm not gonna shout "woof" anymore!

I was lucky enough to see the PS2 in action when the curtain was finally lifted in Japan this past March, and boy, was I impressed. I mean, this is a PlayStation magazine, so you'd expect me to come back talking about how great it is anyway, right? But really, all potential biases aside, I'm probably as jaded a gamer as you'll find, and I'm telling you, this thing delivers the goods big-time. There's nothing else in development anywhere that can come close to touching it.

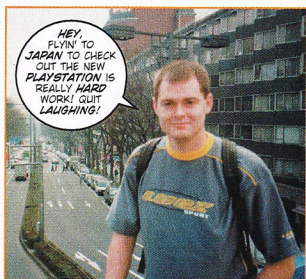


▲ This is only a crude example of what PlayStation 2 can really do, but it looks terrific!

I was truly honored to be a part of what I'm sure will be looked upon as a major turning point in the history of videogames. You can bet that the PSM crew will be looking high and low for every new shred of PS2 info from here on out, to make this the number-one source of PlayStation 2 information available anywhere.

But y'know what? When I was in Japan, I also got to see some extremely cool games for the original PlayStation. Now, I'm not going to try to convince you that even the best PlayStation 1 games are somehow just as exciting as PlayStation 2 titles, but I'm telling you, these new games will go a long way towards making our PS2 wait a lot less painful. We'll be spotlighting these mysterious new titles next issue, so be sure to check back in thirty!

► **CHRIS SLATE**, EDITOR-IN-CHIEF



"I'M PROBABLY AS JADED A GAMER AS YOU'LL FIND, AND I'M TELLING YOU, THIS THING DELIVERS BIG-TIME."

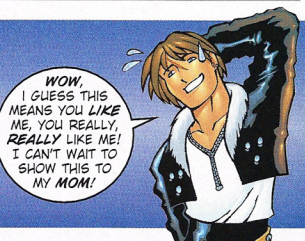
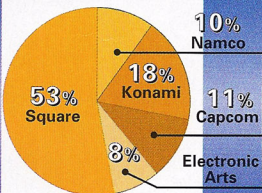
WHAT DO YOU THINK?

We pose a different question to our online readers each month at <http://psm.ign.com>. Here's how you responded this month...

This Month's Question:

Which company do you most trust to put out quality games?

Jumpin' Chocobos! RPG fans really came out in full force on this one! Square blew out Konami, which came in at number two, by a whopping 35%! Excited about FFVIII, are we?



THIS MONTH'S COVER

Every issue, we match exciting new games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

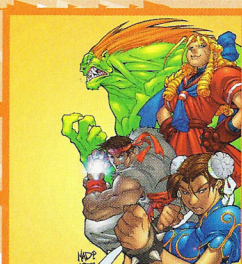
This month we worked once again with one of our favorites, the amazing Joe Madureira. In the past, Joe illustrated our *Mortal Kombat 4*, *Resident Evil 2*, and *Kain: Soul Reaver* covers. When we're not buggin' the guy, he draws a kick-ass comic called *Battle Chasers*. It's the hottest thing going, so make sure you check it out.



Joe's first try incorporated Balrog, for a change, and to depart from the usual "M. Bison here" compositions. While we agreed about Bison, a major character was needed.



We also wanted a newer character to represent the spectrum of this game. So dedicated was Joe to this piece, that when the power went out in his area, he worked by candlelight!



Hadoken! Joe and colorist Liquid are big fans of Capcom's artists and tried to pay homage to their style in this piece. Capcom is so revered by Joe, he redrew Chun Li multiple times to get her just right.

May 1999 Vol. 3, Number 5 ■ Issue 21

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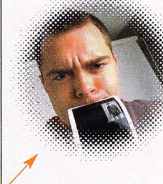
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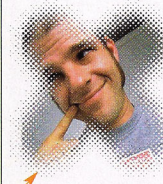


CHRIS SLATE
Editor-In-Chief

Likes: All types of games
Hobbies: Comics, hoops, J-Pop
What would you do if you had the power of PlayStation 2?
I'd add at least 50 more inches to my vertical, dump these guys and join the NBA!

STEPHEN FROST
Reviews/Previews Editor

Likes: Fighting, Platform, Racing
Hobbies: Anime, Movies, Comics
What would you do if you had the power of PlayStation 2?
I would use the power to create an arcade-perfect version of myself and make him do all my work. Then I could go have fun.

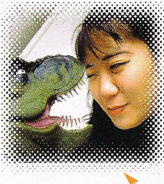


NOAH MASSEY
Strategy Editor

Likes: Racing, Simulations
Hobbies: DJ-ing
What would you do if you had the power of PlayStation 2?
With the fast processing speed of the PS2, I could mix 18 records at a time and become the world's greatest DJ.

FRANCESCA REYES
Reviews Editor

Likes: RPG, Adventure, Platform
Hobbies: Writing, Anime
What would you do if you had the power of PlayStation 2?
I'd use it for good, like curing disease and hunger and... who am I kidding? I'd use it to do something lame, like write 50 more pages of copy a second.



BILL DONOHUE
Managing Editor

What he does:
Punctuates accurately. Makes very loud noises with his guitar.
What would you do if you had the power of PlayStation 2?
Actually, the question is what would PlayStation 2 do if it had the power of my Marshall amp? Probably blow up everyone's TV... Heh, hah, heh...

Bill's Quote of the Month:
"What did you say? No, I don't know how to turn the damn thing down!"



EUGENE WANG
Art Director

What he does:
Changes diapers. Cuddles much more than ever before. Stays awake more hours than ever before.
What would you do if you had the power of PlayStation 2?
I would use it to breast feed, burp and change my new baby's diapers. Then maybe my wife and I could sleep. Mmm... sleep... sweet sleep...
Eug's Quote of the Month:
"That's from YOUR side of the family!"



GARY LIEW
Graphic Designer

What he does:
Designs kick-ass pages for PSM. Cleans all glass surfaces within sight.
What would you do if you had the power of PlayStation 2?
I would make all the glass in the world sparkling clean. It would be so clean that you wouldn't even know it was there. Yes, it would be very clean.
Gary's Quote of the Month:
"If you ain't choking on ammonia fumes, it ain't clean!"

imagine
MEDIA WITH PASSION

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Imagine Media is at *anet* people who have a passion. A passion for games. For business. For computers. Or for the Internet. These are passions we share. Our goal is to lead your passion with the greatest editorial value. That means giving you the information to give you the information you need. With any luck, we'll even make you smile sometimes...
Thanks for joining us.

PSM IS 100% INDEPENDENT

So, which magazine is best for you? Official or Unofficial? That's easy. You want independent, unbiased coverage, and you want to know that what you're reading is nothing but the truth. You can only get this with an UN-official magazine. An official book has to answer its Corporate Sponsor. And whose best interests do you think they're looking out for?

anybody, can make us say what we don't believe to be true. We write about what we want to and put what we want on our cover.

This is the kind of honest, straightforward coverage that you can only get with an unofficial magazine. We understand that our readers come first, and we would never, EVER betray your trust.

PSM is made by us and no one else. Nobody has to approve our pages before they're printed and nobody, not

this is our promise to you, the hardcore PlayStation gamer, who deserves nothing less.

Sequel to the Highly Acclaimed Award Winning Baseball Game.

- **1998 Game of the Year**, from "Gamersvoice/Perfect Game" Web site
- **1998 Baseball Game of the Year**, WarZone.Com
- **1998 Best AI in a Sports Game**, WarZone.Com
- **1998 Best Hands-On Gameplay in a Sports Game**, WarZone.Com
- **1998 Top 10 Sports Games**, Sports Gaming Network (only baseball game in Top 10)
- **1998 Top 10 Sports Games**, PC Sports Games

"Top-notch arcade play; the best baseball game AI." - *PC Gamer*

- **TruPlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured **polygonal players** in a 3D environment ensures authentic Major League™ gameplay
- **Broadcast-style** camera angles and VCR features allow you to replay the action from any angle*

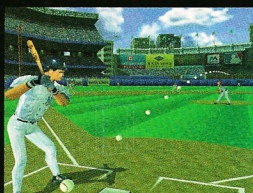
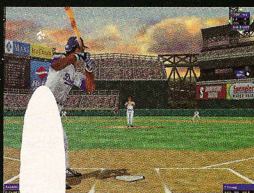
"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch." - *Family PC*

- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- **Head-to-Head Multi-player** action via LAN, modem, or Internet*

"This game feels like baseball...great gameplay, and super AI.
No other game does these things." - *PC Sports Games*

- **New Major League Baseball®** team rosters, 1999 MLBPA player rosters and 1998 season stats
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- **Make blockbuster deals with Multi-player trades and Manage-only mode** to control key aspects of gameplay*

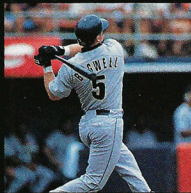
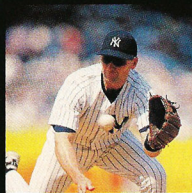
*PC version only



"This is the best
baseball game,
satisfaction
guaranteed." *

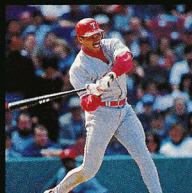
- Trip Hawkins, President, 3DO





“...the single most
realistic and exciting
baseball game
on the market.”

-Sports Gaming Network



HIGH HEAT
Baseball™
2000

www.majorleaguebaseball.com

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Legend Of Legaia

▶ pg. 72 ◀

The latest RPG to hit the PlayStation is quite a doozy. With more secrets than you can shake a stick at, Sony's *Legend of Legaia* not only packs in a lengthy quest, but also incorporates an innovative battle system that's sure to have players punching in commands like crazy to find all the hidden "Arts" for each character. Beyond each character's battle moves, there are also countless magic spells to master and a pile of items to collect. PSM is here to provide you with all you need to know to master one of the biggest RPGs of the year.



Guardian's Crusade

▶ pg. 80 ◀



One of the cutest, quirkiest and most innovative RPGs to surface so far this year, *Guardian's Crusade* not only packs in a lot of breeding sim elements into its gameplay, but also a lengthy quest to find each and every one of the 70 Living Toys. You'll most likely end up losing sleep if you don't have a trusty handbook to help you track down some of the hard-to-find toys lurking in the game, so PSM made sure to compile a list of their locations for you on top of a few extra goodies to help you out. So get playing!

PlayStation 2!

▶ pg. 14 ◀

Sony finally unveiled its next generation PlayStation system in Japan, and of course, we were there to bring back all the info and screenshots! We've got four full pages of nothing but PlayStation



2! Now if that doesn't get your heart racing, then you're just not a serious gamer! So what are you waiting for? Take your shaky, sweaty, PlayStation-addicted hand and turn to page 14 for the absolute biggest story of the year!



COVER STORY

Street Fighter Alpha 3

Can you tell that we really like *Street Fighter Alpha 3*? This game could very well be the best fighting game we've ever seen for the PlayStation, or any other system for that matter. Could it even top the *Tekken* games? Check out our review to see what we think, and then be sure to check out our interview and strategy guide for the full story on this incredible new game.

Developer Interview

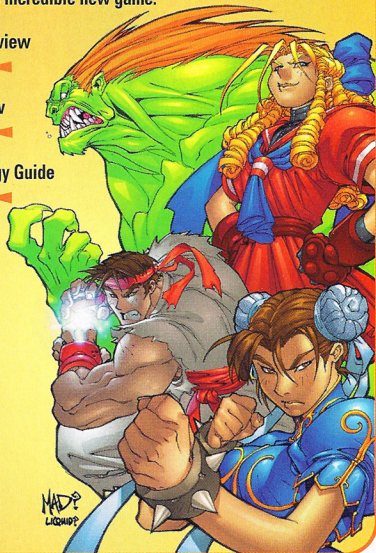
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In-Depth Review

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Massive Strategy Guide

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MAIN MENU



monitor

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reviews

This month's new games, thoroughly tested by PSM experts



previews

All the best dirt on tomorrow's hottest games

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code junkies

The latest codes for all you addicts



letters

You've got questions, we've got answers

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reset/ps

A sneak-peek at what's gonna be hot for next month
Plus, happenings outside of the office

▶ pg. 113 ◀

WHAT THE--?!
EVE, DID I SAY YOU COULD
BORROW MY TORPEDO BRA?
MY DATE'S GONNA BE HERE
ANY MINUTE! SIGH, LOOKS
LIKE I'LL SPEND ANOTHER
FRIDAY NIGHT IN THE
LETTERS SECTION...



▶ pg. 100 ◀

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Otaku Station

▶ pg. 110 ◀

Welcome to Otaku Station, the official PSM gift shop—the only place on earth to buy cool official PSM shirts, hats, and other special collectibles. Aiko and Uchu-Kun are waiting for you. Check it out!



Bloody Roar 2

▶ pg. 62 ◀

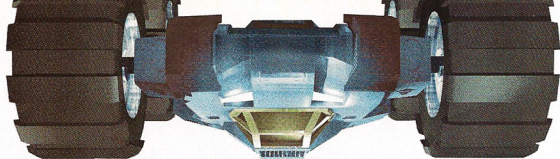
When you think of fighting game makers, there are those that immediately spring to mind, such as Capcom and SNK. But Hudson Soft? Though the company may not exactly be synonymous with the genre, it did surprise its aficionados in late 1997 with the release of *Bloody Roar*. Now, more than a year later, the franchise returns, thanks once again to Sony.



Driving on the ground is so 90's.

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Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

Blast away at the scenery with 8 innovative weapons to slow down your opponents.

Race through 20 different tracks spread over 4 distinct environments.

2 player split-screen, head-to-head racing action with 4 specially designed tracks.

Intense "Big Beat" DJ soundtrack, featuring songs from Fatboy Slim, EZ Rollers, Aphrodite and more!



MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

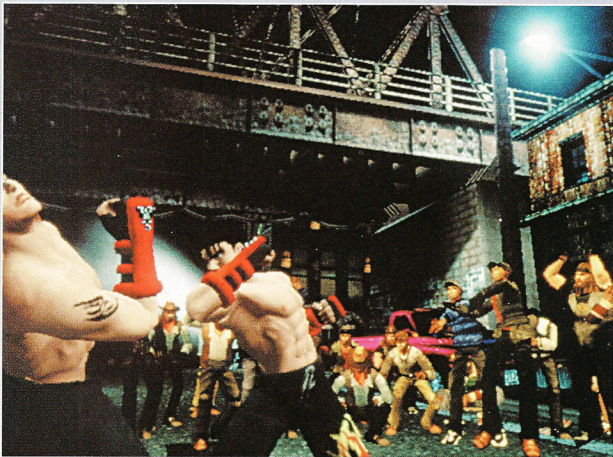
PlayStation 2: A Glimpse Of The Future

Sony Finally Unleashes its 128-bit Beast, Shows no Pity for the Competition

ps2 at a glance

- ▶ **Final Name:** Undecided
- ▶ **Release Date:** Japan—Winter (before March 2000); USA—Fall 2000
- ▶ **Price:** Undecided
- ▶ 100% Compatible with all of your original PlayStation games and peripherals!
- ▶ **Number of Controller Ports:** Undecided
- ▶ **Muscle:** 25-75 million polygons/sec, depending on what effects are being used in the game

Damn. Just when Sega was about to make its big comeback... On Tuesday, March 2nd, Sony finally announced its next PlayStation console after months of rumors and speculation. The meeting was simply called "PlayStation Meeting 1999", a conference that Sony holds every year to brief its developers and partners on what PlayStation has in store for the coming year (the fiscal year ends in March). This year was special though, as developers, industry insiders and press from all over the world made their way to Tokyo for one of the most important announcements in Sony's history. Of course, our very own Chris Slate was there to witness the historic unveiling firsthand, and bring back all the info...



▲ **Tekken Demo:** This was probably the single most impressive illustration of PlayStation 2's power. Namco took the fighting engine from Tekken 3 and put it into a completely new environment, complete with a gang of about 30 spectators, each with different animations.

Sony Breaks the Silence

The conference was scheduled to coincide with the shipment of 50 million PlayStation2s worldwide. Actually, that was Sony's "official" reason for calling

the meeting—even up to the last possible minute, Sony

representatives wouldn't comment on whether or not the PlayStation 2 would be shown. However, as soon as guests were lead into the meeting hall, they were met with signs and banners reading "PlayStation: A Glimpse of the Future". Well, that pretty much nailed it—PlayStation 2 was in the house.

During the next few hours, attendees heard from an impressive list of Sony's top-brass: Teruhisa Tokunaka, President of Sony CEI; Ken Kutagiri, Executive Vice President and Co-CEO of Sony Computer Entertainment; Nobuyuki Idei, President and Representative Director, Co-CEO, Sony Corporation; Shi'nichi Okamoto, Vice President



PERIPHERAL REVIEWS

MAD CATZ SPORTS LINE

RELEASE DATE:

Available Now

COMPANY: MADCATZ

PRICE: Mad Catz Sport Pad

\$14.99, 2 Pack Sports Memory Cards

\$29.99, Sport Port \$29.99



Moving on the assumption that grey is boring, Mad Catz has released an entire line of peripherals sharing a sports theme. In the line are memory cards shaped like footballs, basketballs, baseballs, golf balls and soccer balls, a blue four-player multi-tap called the Sport Port with little glossy sports characters on

it and a rubber coated, blue digital controller called the Sport Pad. The gamepad should be familiar as it shares the same exact mold, sans the labeling, as the EA Sports Gamepad reviewed back in the March issue. All the products in the line are satisfactory with no glaring detractors other than the memory cards being unlicensed.

RATING: ★★½

Software Development, SCEI; and finally, the elusive Norio Ohga, Chairman and CEO of Sony Corporation, made a rare appearance to show that the PlayStation 2 is a prime focus of Sony Corporate. It was clear that these guys meant business.

So, What is this Thing?

Take if from us, PlayStation 2 is absolutely going to rock. We're not just talking about another new videogame system with the usual prettier graphics—this thing is going to forever change the way we play games. It's that impressive. To begin to illustrate what PlayStation 2 is all about, Sony started with a term it calls "Emotion Synthesis". Sony defines this as "Behaviors, character intelligence, physical simulation, dynamics, complex real world system simulation, algorithmic generation of content, images, geometry, animation, skeletal physical modeling, and inverse kinematics". Whew! That's a mouthful. Basically, Emotion Synthesis means that whatever you see in the real world, from car physics to someone's hair blowing in the wind, will become a standard part of games on PlayStation 2.

Such ambitious ideas are made possible by the Emotion Engine, which is the machine's main CPU. This chip will make possible a massive leap in artificial intelligence and real-world physics. For example, game characters will be able to accurately portray emotions, cars will have realistic-looking suspension,

and the hair and clothing of a character could even be affected by a digital wind calculated and processed in real time. It will even be able to accurately simulate such real world physics as gravity, friction, mass and the accurate simulation of different materials, such as wood, water, metal and gas. Also, characters and enemies will be much smarter and react

to your actions in a much more realistic manner than ever before.

The other main chip is called the Graphics Synthesizer, which, you guessed it, puts all those pretty pictures on the screen. It can display an unbelievable number of polygons per second, ranging from 25-75 million, depending on how many extra effects are being used (such as anti-aliasing, lighting). In comparison, the PlayStation can only handle a measly 360,000 with effects turned on. That's a huge jump, folks.

Remember when no one had ever heard of a polygon? Well, the next big buzzword is going to be "particle". Defining particles can be tricky, so let's put it like this: If it were snowing in a game, each snowflake would be one particle. If fireworks went off in the sky, they would disperse into particles. Also, effects like fogging, clouds and explosions could be made up out of thousands of tiny particles. The PS2 can toss around 150 million particles per second, so you can expect these effects to look very lifelike.

It Just Keeps Getting Better

Oh yeah, did we mention that this thing is 100% backwards-compatible, and will play all your original PlayStation games?

That's right, and it will support every single PlayStation peripheral also, from the Dual Shock to the PocketStation. This is possible because Sony is including an I/O processor, which uses a 32-bit core identical to the original PlayStation. However, contrary to earlier rumors, the games will play just as they do on the first PlayStation, with no extra graphics enhancements.

Also, many of you may have heard about the rising standard for personal computers called USB. PlayStation



▲ After the unveiling, Sony answered questions about its groundbreaking technology. They still keep their secrets, however.

2 will come complete with both USB and Serial connections, making it possible for the machine to connect with a variety of other systems and Sony products, such as a VCR, Set Top Box, Digital Camera, Printer, Joystick, Keyboard and Mouse. For example, as Ken Kutagiri put it, in the future you might be able to film an image of yourself with a Sony camcorder or digital camera, then put that image onto a game character for play on PlayStation 2. Now, something like that would be a ways off, but still, it's exciting to know that such a thing would be possible.

The PlayStation 2 was also designed to support both DVD-ROM and conventional CD-ROM formats. At first, most (if not all) games should be on CD-ROM. Later on, when developers find ways to maximize more of the machine's potential, they will need to step up to the DVD format to get more space. For most games though, CD-ROM will still be plenty enough.

And finally, the PS2 will have a cooling fan to combat the tremendous amount of heat brought on by such a powerful machine. That should mean we won't have to put up with any of those skipping problems that plagued the original PlayStation.

Still Up in the Air

Although Sony did reveal quite a bit about its new machine, the company still managed to hold onto quite a few secrets. First of all, the final name of the "PlayStation 2" has yet to be determined. We were told that a name had been finalized at some

(Continued on page 16) ►►

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► Not surprisingly, this year's E3 has officially sold out. Over 400 exhibitors will fill the LA Convention Center's \$25,000 square feet of available space, making this one of the largest E3s ever.

► Bandai recently announced the release of the *Final Fantasy VII* action figures in Japan. The eight figures will be available either separately or in special four-packs that contain a yet unannounced bonus figure. There is no word on a U.S. release date yet.

► SouthPeak Interactive will be developing a PlayStation title based on the upcoming summer movie, *Wild, Wild West*. Players will be able to take on the role of Will Smith's character, Agent James T. West, as he attempts to prevent the assassination of the President. Look for this western to hit shelves sometime during the fourth quarter of this year.

► Sony of Japan is in the middle of serious restructuring in order to prepare for the imminent launch of its new console. One of the major changes is that Sony Computer Entertainment Inc. (SCEI) will become its own independent unit, no longer under the control of Sony Music.

► Both Konami and Enix have officially announced support for the PlayStation 2 and have several games already underway. Most probably, Konami is working on a sequel to *Metal Gear Solid* or *Castlevania*, while Enix may have *Bust-A-Move 3* or *Dragon Quest VIII* in production.

► The title for Electronic Arts' first WCW wrestling game has been revealed. It will be called *WCW Mayhem* and should be released sometime this Fall.

►► (Continued on page 17)

NAKI COLORED ANALOG CONTROLLERS

RELEASE DATE: Available Now

COMPANY: NAKI

PRICE: \$39.99

Like Mad Catz and others, Naki is also betting on the gaming public's desire for more fashionably hip controllers as is apparent from their new line of vibrating analog controllers for the PlayStation. Some might say these are tacky,

but we simply love them, especially the one with the American flag design. Keep in mind, however, that if you pick one up, you're getting it for its looks, as it is only an average performer compared to the Sony Dual Shock. With its clumsy, disk-shaped D-pad, it is larger however, making it perfect for the large-handed gamer. They come in camouflage, and the American flag design, as well as a rainbow of transparent colors, so you should be able to find one to match any outfit you own. Rating: ★★ 1/2

▲ Naki's got the colors going on... and on...



<<< (Continued from page 15)

point, but Sony changed its mind just before the conference. Ken Kutaragi, the lead designer on the project, said there were plenty of names kicking around, but the problem is getting everyone at Sony to agree on one. The machine's official title should be nailed down and released sometime in late summer. Also not yet finalized is the design of the system's casing. This, too, will be unveiled at the end of summer.

When asked how many controller ports the system will support at a Q&A session, Kutaragi simply replied "How many do you want?". This is another point that Sony simply hasn't made any firm decisions on. Another popular question was whether or not the PlayStation 2 would play DVD movies, since it will have a DVD drive. While it's almost certain that it will eventually, again, Sony hasn't decided whether this will be a built-in feature of the machine, or if an add-on device will be required. Finally, the last big question is PS2's plans for the Internet and online gaming. Much hasn't been decided, and what Sony does know, it isn't telling. But the PS2's specs clearly show that this system was built with those applications in mind, so fans of online gaming shouldn't worry.

And finally, the biggest question of all: the price. The *Nikkei* News, A trade news service out of Japan, caused quite a stir when they mistakenly quoted the machine's pricepoint at nearly \$1,000. They quickly retracted that figure and replaced it with a slightly more reasonable \$4-\$500. When asked about these reports though, Sony said they were completely off, so if you hear those figures going around, don't give them much credit. Sony has known all along that the PlayStation 2 will have to be a mass-market system, at a mass-market price. Even though the technology is very advanced, Sony is spending major bucks on creating new production facilities, and if anybody has the engineering ability and financial muscle to bring this thing to market as cheap as possible, it's Sony. We don't see the PS2 topping \$299 here in the U.S.

Where Does Sony Go From Here?

After the conference, Sony made it clear that it won't be releasing any more info for awhile. The next big announcements should be the final name and physical design of the unit, which are supposed to be revealed late this summer. Game developers get their hands on the first PS2 development kits this Spring, so we won't be seeing or hearing about many new games until Fall, at least. So, for the time being, we're going to have to be content with studying over the information Sony has already revealed, and the occasional leak from the rumor mill.

Having said all that we have about the sheer power of the machine, probably the most impressive thing is that everyone who attended the conference was genuinely impressed. We didn't talk to a single person in attendance (press, developer, or otherwise) who wasn't totally floored by the system. Nobody had a single negative thing to say, and believe us, in this business, that's a very rare thing indeed.

Will the PlayStation 2 immediately stomp out the competition? That's a very good possibility. Shortly after the machine was revealed, Sega called an immediate phone conference with the press just to defend its chances—already Sony has the competition backpedaling. Forget for a second that all of us here at PSM are die-hard PlayStation fans—just as gamers, we always look forward to playing good games, no matter what system they're on. But after seeing what PlayStation 2 can do, well, it may be over for those other guys before they even get started. If Sony continues to display the technical know-how and marketing savvy that has turned PlayStation into the most dominant force this industry has ever seen, then we're in for a real treat. And of course, no one will bring you the story better than your pals here at PSM!



the power of playstation 2

► Namco showed this breathtaking demo, *Kaze-Memori* ("Wind Festival").



At the conference, the tech-wizards at Sony showed several simple demonstrations. Each one was done in real-time using only a small portion of PS2's power, and was controlled by the demonstrator using a standard Dual Shock pad.



1. Penguin Panic:

This was the first demo shown, and just a tease at the machine's real power. Crash leads a mob of penguins over snowy hills, each of them breathing out cold air using particle effects.



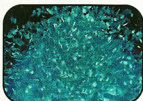
2. Blurr:

The second demo shows off the machine's raw polygon processing power by blatantly throwing a sick amount of varying polygonal shapes at you. We get it Sony, this thing can juggle a zillion polygons.



3. Fluff:

This demo was really cool. Each of these "Koosh"-looking balls is made up not only of standard polygons, but transparent strings, as well. You couldn't even do one of these on the original PlayStation.



4. Feather:

We can't even begin to imagine how many feathers there are floating in this big mass. By contrast, Sega's Saturn would've had its hands full just trying to display one of these transparent feathers.



5. Fireworks:

A very good example of how big a role particles will play in all future PS2 games. This can shoot out countless streams of fireworks made of particles, each randomly generated on the fly.



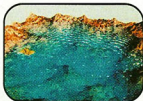
6. Curved Expressions:

Unfortunately, we can't show you the coolest thing about this demo, which is that each image that appeared morphed into the next, like the effects in T2. The transitions were super smooth.



7. Depth of Field:

This demonstrated a totally new effect for games. As objects moved into the background they blurred out, with the camera focusing on the foreground (like when you film something).



8. Wave:

This water demo was utterly realistic looking, and when the camera zoomed in, you could even see fish beneath the water's surface. Also, everything underwater appeared distorted by the waves!



9. Bath:

The physics behind the way the water worked in this demo were jaw-dropping. The tub would empty out and refill, and the water poured out just like it would look in real life. Simply amazing.

SUPER GAME CONVERTER

RELEASE DATE:

Available Now

COMPANY: INNOVATION

PRICE: \$39.99

You can now play import games on your American PlayStation. Innovation has just released a GameShark type device, the Super Game Converter, which attaches to the back of the PlayStation and allows you to play

any kind of import game.

The process is a little similar to the old boot trick used on the early versions of the PlayStation. The device also comes pre-loaded with cheats for several import games. You are also allowed to enter other codes you may find. Other features include a viewing mode for seeing some of the game's artwork, as well as a memory card manager.



► Play import games at home!

The Super Game Converter will only be available in specialty type videogame stores and import shops. The converter is also said to work on any kind of PlayStation, whether it's one of the many American versions or a Japanese model. It

even works with European PAL PlayStation.

RATING: ★★★★★

okay, let's see some games!

Okay, so these aren't really PlayStation 2 games, they're just demos that different companies put together using the PlayStation 2 hardware. What's really impressive about these is that developers were only given 7 to 12 days to work on them. The teams had to go without sleep, and worked up to the last second to get them done in time for the conference. Could any of these demos become games? Sony's response was "most of them won't", meaning that a couple probably will. As for which ones, it's anyone's guess.



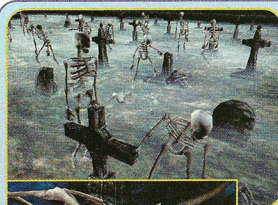
R4: Reiko Nagase: A great example of how the standard in-game graphics of the PlayStation 2 will rival the pre-rendered FMV scenes we're used to seeing in today's games. Reiko struts out, stops, turns, winks at the camera and gives a quick kiss.



Gran Turismo: The programmers at Polyphony Digital quickly took the car and track models from the original *Gran Turismo* and just threw them onto PS2 hardware. Just imagine what those guys will do when they set down to properly make a game!

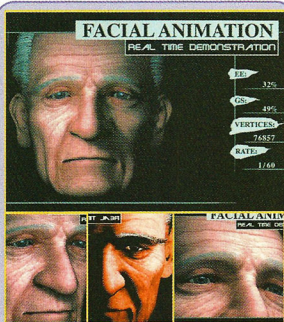


Multi-Player Fighter: Another hot demo from Square. It looked as if it were almost a real game, so maybe we'll see it on PS2. Several characters fought it out, jumping between two floors and smashing furniture.



Skeleton Graveyard:

This demo was put together by programmers at From Software, who some of you will remember as the guys responsible for the *King's Field* games. A fairy flies by, lighting up the skeletons, then they crumple into a pile of bones. Last, a giant winged skeleton forms out of the bones. Cool.



Facial Animation: This was originally a model created for Square's upcoming *Final Fantasy* computer-generated movie, but the PlayStation is powerful enough to run it in real time. The demonstrator used a control pad to view the head from all angles, change the lighting, and even change the facial expressions! As detailed as the image looks, it doesn't come close to maxing out the machine's full polygon power.

Ballroom Dance: This scene was taken almost directly from an FMV story sequence in *Final Fantasy VIII*, only the PlayStation 2 can handle it in real-time, with polygons. You could see changing expressions on the characters' faces, and for the grand finale, cool-looking fireworks made of particles shot off.



NOTES

► On an interesting note, Time Magazine has reported that emulation sites on the Internet have cost the video games industry over \$3 billion in sales last year. Now you can see why Sony is working so hard to shut down some of these sites.

► Activision has confirmed the existence of a *Spider-Man* title for the PlayStation. The game will be developed by Neversoft, the same company responsible for the Bruce Willis action title, *Apocalypse*, and should be released in time for Christmas.

► In related news, it seems that the *Spider-Man* live-action movie is finally on-track. Both James Cameron and Jim Carrey have shown interest in the project. If things go well, we may all be seeing our favorite webslinger on the big screen in the near future.

► Atlus is currently in negotiations with Bandai for the rights to publish *Tail Concerto* in the U.S. The deal has not yet been finalized, but Atlus is confident that it will be able to show the game off at this year's E3.

► InterAct Accessories has delayed the launch of its NatShark web-browsing peripheral until at least September. The finished product will include a 144 modem, keyboard and a custom Web Browser and should retail for about \$70. There is also a possibility that the NatShark will work with the DocDrive, allowing gamers to download email and pictures and store them on ordinary PlayStation memory cards.

► Electronic Arts has issued a public statement of support for Sony's next console. Apparently, the company has not been impressed with the Dreamcast console and feels that Sega has a very hard battle ahead of them. Many other major developers have also made similar statements.

► THQ has announced record earnings for Q4 '98. The company's net income rose over 80% to \$11,419,000 thanks to the high sales of its WCW wrestling titles.

► A new version of the Intenior gaming chair will be released by BSG Labs later this year. The new chair will feature several enhancements including a more comfortable seat, improved sound quality and greater headphone output. No price has been announced.

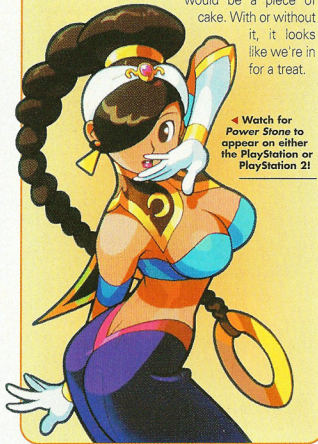
RUMORS

You want more than the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Look no further, because PSM always has its ear to the wall...

Turn On The Power (Stone)

Start practicing your dodging and tossing skills, folks. Rumors out of Japan suggest that Capcom is planning to bring its latest fighting game franchise, *Power Stone*, to either the current PlayStation, or, better yet, PlayStation 2. Since the original *Power Stone* is a shoe-in for Dreamcast exclusivity, chances are high that the version we'll receive will be either an upgrade to the existing game (can you say "Champion Edition?") or a true sequel and our sources are hinting heavily at the latter. And what might we expect in the way of additions? *Power Stone*'s producer recently indicated that he wanted to include a four-player mode in the home version of the game, but that it wasn't technically feasible. With the immense processing power under PlayStation 2's hood, such an addition

would be a piece of cake. With or without it, it looks like we're in for a treat.



Watch for *Power Stone* to appear on either the PlayStation or PlayStation 2!

Sony Goes Bananas

Word has it that Sony is working on a top-secret new 3-D platformer under the name *Ape Escape*. Our very own Chris Slate was able to get a sneak preview of the title during his recent trip to Japan, but so far we can't even get him to tell us about it. We've learned that the game has players attempting to catch a horde of escaped apes (hence the title) in some of the most mind-blowing, real-time environments yet seen on PlayStation. Sounds tasty. Chris promises to finally spill the beans next month, so be sure to check back for all the *Ape Escape* info.

Emotion Engine Takes On SGI

Sony has unveiled its next-generation PlayStation CPU, the Emotion Engine, and industry chatter is already rampant that its applications will reach far beyond the home console market. Sony's partner on the project, Toshiba, has already voiced plans to use the chip in network routers and other non-gaming applications, but we've learned of a much more exciting role for this ultra-powerful silicon. We've learned that Sony may be planning to market graphics workstations based on the chip to the same special effects and animation companies that currently use Silicon Graphics machines to make their computer-generated movies. According to our sources, the chip is able to render near film-quality CG animation is real-



With the power of Sony's Emotion Engine, rendering scenes like this one would be no problem.

time, something SGI's best machines can't do, and at a fraction of the cost. If Sony has its way, the next *Ty Story* or *Star Wars* may very well begin its life on Emotion Engine-based computers.

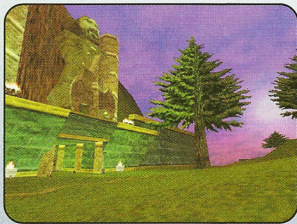
Full Plate For Activision

So, what's on tap for one of the game industry's biggest publishers in 1999? Lots and lots of previously unannounced games, that's what. According to our sources, Activision has at least three surprise games lined up for later this year to join the likes of the previously announced *X-men* fighter and

Vigilante 8: Second Offense in its lineup. And what might they be? For starters, we've heard that a sequel to the ultra-creepy action title *Nightmare Creatures* is in the pipeline for summer release. But its next two games are even more interesting. First comes *Ty Story 2*, a 3D platformer in the *Bug's Life* vein, based on the forthcoming Pixar film. On the opposite end of the ESRB spectrum is *Wu Tang Clan: Killahs*. Whether this will be a fully-fledged game, or some form of "Make Your Own Video" software is still a secret.

EverQuest Journeys To PlayStation 2

Role-playing is a large part of any console's library, and from what we're hearing, the genre may already have a representative on PlayStation 2. Developed by 989 Studios, *EverQuest*



is generating quite a stir among PC players, with its mind-blowing online gameplay whereby thousands of human-controlled characters can explore and battle simultaneously in vivid 3-D environments. It's this blend of drool-worthy visuals and cutting-edge Internet play that make the game ideally suited for Sony's new Internet-ready console, a fact that the company seemingly hasn't overlooked. We're told that a version of the game with dramatically enhanced graphics may be one of the first games out of the gate for PlayStation 2, and may very well serve as one of Sony's showcase pieces for the machine's online capabilities. Tally ho!

989's *EverQuest* may be making the trek to a PlayStation 2 near you!

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COMING JULY 14, 1999

The book cover features a large, central illustration of a cocoon with two large, patterned wings. The cocoon is yellow and green, with a green, segmented body. Surrounding the cocoon are several circular frames, each containing a different character or creature. These include a red and yellow bird-like creature, a green insect, a blue and orange insect, a purple insect, a pink insect, a red insect, a purple insect, a red and yellow insect, and a green insect. The title "JADE COCOON" is prominently displayed in the center, with "JADE" in a stylized, blocky font and "COCOON" in a bold, outlined font. Below the title, the subtitle "STORY OF THE TAMAMAYU" is written in a smaller, sans-serif font. The background is dark, and the overall design is vibrant and detailed.

JADE COCOON
STORY OF THE TAMAMAYU

STORY OF THE TAMAMAYU

STORY OF THE TAMAMAYU

Q & A

Before becoming one of Capcom's most prominent producers, Noritaka Funamizu worked as an artist on the classic arcade game, *Gun Smoke*. He has since moved on to become General Producer of the Capcom R&D department. Here he talks with PSM about the home conversion of *Street Fighter Alpha 3* and why 2-D fighting games are better than 3-D ones.



Capcom developers don't like having their picture shown (go figure), so here's Guy. Funamizu-san's favorite 5F character.

PSM: Can you give us some background about yourself? Such as, how long have you been working at Capcom? What other games have you worked on?

NF: I joined Capcom at 1985 and worked on the *Gun Smoke* arcade game as a character artist. I started my career as a game designer working on the 1943 arcade game. Starting from *Night Warriors* arcade game, I began producing arcade games and since *Street Fighter Alpha 2* I've been producing not only arcade games, but consumer games as well. The games I've worked on include: 19 series, *Dynasty Wars* series, *Darkstalkers* series, *Street Fighter II* series, *Street Fighter Alpha* series.

PSM: The home versions of the *Street Fighter* games have almost always featured extras that were not originally in the arcade versions, but none of the conversions have added as much as the PlayStation version of *Street Fighter Alpha 3*. The World Tour Mode adds so much to the game. Do you think this mode will appear in future Capcom fighting games? Will Capcom continue to add major extra features and modes in its games?

NF: We could add so many extra features this time since both the original arcade team and the consumer conversion team were available at the

same time for the [PlayStation] conversion project. I had the arcade team work on the new characters and character balance adjustment and had the consumer team work on extra features. And yes, Capcom will continue adding extra features in the future titles.

PSM: The limited PlayStation hardware has always made it impossible to create 100% arcade-perfect versions of Capcom's fighting games.



However, with *Street Fighter Alpha 3*, you have nearly done it. How were you able to achieve this? Also, what was the biggest challenge in bringing *Alpha 3* to the PlayStation? How did you work around the problem?

NF: We've made the nearly perfect conversion possible since we used the same team members who worked

on *Alpha 2* PlayStation version. They learned a lot from the *Alpha 2* conversion project and they've put the knowledge they've learned into *Alpha 3*. The biggest challenge was to create how World Tour mode and the PocketStation game would be related each other. I am anxious to hear the players' opinion on how well they think everything was implemented.

PSM: Were there any features that you would have liked to add to the PlayStation version, but couldn't due to time constraints or limitations of the technology?

NF: I wanted to remove all the limitations in the Dramatic Battle so that you could use three different characters in the mode, but we

went in that direction?

NF: Since this is the third installment of the *Alpha* series, we wanted the game to have a totally different look from the previous series. And if you're talking about the PS version specifically, we tried to utilize PS's hardware capability to the limit and thus added some polygon effects, new characters (thanks to the big capacity of CD-ROM), and PocketStation compatibility.



PSM: If you could be one character in the game, who would it be?

NF: Guy.

"WE HAVEN'T NECESSARILY DECIDED TO FADE OUT THE [STREET FIGHTER] SERIES."

couldn't make it happen, due to the time and resources we spent working on other aspects of the game.

PSM: In your opinion, what is the finest point of the game? What part are you most proud of?

NF: World Tour mode and the Pocket *Alpha 3* game. Especially the Pocket *Alpha 3* game.

PSM: The overall presentation in *Alpha 3* is much different than previous *Street Fighter* games. It has more of a futuristic look to it. Was there a specific reason that Capcom

PSM: Interesting, we have noticed that Guy has become a very popular character to play as in the U.S. arcades. On another note, have you or any of the other staff members ever dressed up as a *Street Fighter* character?

NF: One of the team members dressed up as a Zangief and performed at Tokyo Game Show last year. We're all very proud of the work we've done.

PSM: Who is your least favorite character in the game and why?

NF: None.

PSM: Do you ever go to the arcades and play against the fans?



NF: No. I don't play games of my own too often.

PSM: The Sony PocketStation mini-game was a nice addition. Do you think that Capcom will continue to support the PocketStation in future PlayStation titles? What sort of new elements do you think the PocketStation can bring to PlayStation games?

NF: There are variety of features you can add to the game using the PocketStation. It all depends on your imagination/creativity. The future will tell.

PSM: There has been a rumor going around that this will be one of the last *Street Fighter* games. If that is true, then why has Capcom decided to fade out the series?



NF: We haven't necessarily decided to fade out the series. When we were developing *Alpha 3* however, we tried to incorporate any features we could think of as if it was the end of the series. In other words, we did not try to save any features/ideas for future *SF* games. Maybe that's where the rumor comes from. If there's a great demand from the players, we will, of course, consider the sequel.

PSM: Are there any secrets or hidden characters that players have yet to find in *Alpha 3*?

NF: I don't think so...

PSM: Do you play any other fighting games? If so, which ones?



What do you like and dislike about them?

NF: I don't play fighting games too often.

PSM: Where do you think the fighting game genre is heading? In a few years, what new features do you think will be included in fighting games? Also, what do you think of the future of 2-D fighting games? Will we ever see a day when Capcom produces only 3-D titles?

NF: Capcom will still be making 2D games in



the future. This is because we believe 2D games are still the best form to convey the designer's intention to the players. In 3D games,

before the actual character can be shown on the screen, there is a lot of preparation and process involved once the original character design is done. Through the process, the designer's original intention often gets altered. If you consider a game a piece of art, I think 2D is better than 3D.

PSM: Sega's Dreamcast has a modem, and it appears that the PlayStation 2 will have one as well. How will Capcom take advantage of the online capabilities of these consoles? Do you think that giving gamers the chance to fight against people

"CAPCOM WILL STILL BE MAKING 2D GAMES IN THE FUTURE."

from the comfort of their living rooms will eliminate the need (or desire) to go to the arcade?

NF: For the time being, network capability would only be useful in distributing updated data or program to the users. That's how Capcom plans to utilize the capability. As for the networking game play, I think it will take a while before the technology becomes practical (especially in Japan due to high network cost).

PSM: What would you like to see Sony do with its next console that would make your job easier or more exciting?

NF: We would like to see them establish a system with which software developers like us can be more profitable. This is always the goal with any piece of hardware.

PSM: That's a very good point. Are there any *Street Fighter* games currently in development for Sony's next system?

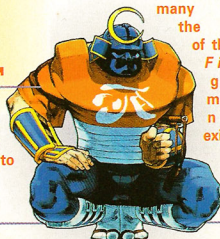
NF: None currently.

PSM: Finally, we're all big fans of the *Street Fighter* animated movie. Is there any chance we'll ever see a sequel?

NF: Unfortunately, no. I'm a big fan of the movie personally and it was the biggest reason why I decided to make the *SF Alpha* series. Until I watched the movie, I felt I'd done everything possible in *Super SF 2 Turbo*. It was a true source of inspiration.

PSM: That's interesting. I guess we should be thankful that the movie came out. Otherwise the

Alpha series, which many consider the pinnacle of the *Street Fighter* games, may have never existed.



CHECKPOINT!

The PSM Release Schedule

We've listed every upcoming PlayStation game we can think of. However, keep in mind that these dates often change. It's still fun to look forward, though!

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart

(For February)

It seems *Syphon Filter's* Gabe Logan has become the latest action hero.

With the memories of *Metal Gear Solid* still fresh in their minds, many gamers were looking for that next big action title. Enter *Syphon Filter*, a game that had tons of great media coverage and promotion. No wonder it shot all the way to the #1 spot.

- 1 ► **Syphon Filter**
- 2 ► **Silent Hill** - Konami is selling the pants off gamers
- 3 ► **WCW/nWo Thunder** - Wrestling still gets high ratings
- 4 ► **NBA Live '99** - NBA renewed season helps sales
- 5 ► **Gran Turismo** - New commercial keeps GT running
- 6 ► **Knockout Kings** - EA's boxing game has no contender
- 7 ► **Metal Gear Solid** - Has anyone not played this?
- 8 ► **Street Skater** - Proof that skating games are here to stay
- 9 ► **Spyro The Dragon** - The dragon is still holding on
- 10 ► **MSH vs. SF** - Capcom games remain popular



NPD Chart

(For January)

Wrestling continues to dominate on TV screens and consoles.

Every month NPD (a market research company) surveys a host of retailers to find out which games are selling well. In January, THQ's *WCW/nWo Thunder* managed to take the number-one spot. Sony also did well with no less than five titles in the top ten.

- 1 ► **WCW/nWo Thunder**
- 2 ► **Metal Gear Solid** - Konami drops a spot
- 3 ► **Frogger** - Still plenty of nostalgic gamers out there
- 4 ► **Crash Bandicoot: Warped** - Gamers still love him
- 5 ► **Crash Bandicoot 2** - Lower price helps ratings
- 6 ► **Gran Turismo** - No competition until R4 comes out
- 7 ► **Knockout Kings** - Still in the Top Ten
- 8 ► **Spyro The Dragon** - Getting closer to the Five spot
- 9 ► **Rugrats** - Strong license helps THQ score a major hit
- 10 ► **A Bug's Life** - Can Sony take out the Rugrats?

COLOR KEY

Green: Release has changed since last month.
Red: A brand-new addition to the list this month.

2ND-QUARTER GAMES

April

300	Baseball	High Heat Baseball 2000
Acclaim	Puzzle	Bust A Move '99
Asci	Horror	Clock Tower 2: Struggle Within
Capcom	Fighting	Street Fighter Alpha 3
Crave Entertainment	RPG	Shadow Madness
Infogrames	Action	Looney Tunes: Lost In Time
Interplay	Hunting	American Deer Hunter
Interplay	Baseball	Interplay Sports Baseball 3
MGM Interactive	Action/Shooter	Tiny Tank
Psychosis	Shooter	Attack of the Saucerman!
Sony CEA	RPG	Legend of Legaia
Sunsoft	RPG/Breeding	Monster Seed
Working Designs	RPG	Lunar: Silver Star Story

May

Acclaim	Wrestling	WWF Attitude
Asci	Fighting	Fighter Maker
Eidos	Adventure	Legacy of Kain: Soul Reaver
Konami	Action/Shooter	Gungage
Konami	Racing	Rally Racing
Midway	Action	Gauntlet Legends 3D
Midway	Simulation	RC Stunt Copter
Namco	Lightgun Shooter	Point Blank 2
Namco	Racing	R4: Ridge Racer Type 4
Square EA	Fighting	Ehrgeiz
Sony CEA	Fighting	Bloody Roar 2
THQ	Graphic Adventure	Broken Sword 2
Titus	Action	Superman
Ubisoft	Fighting	Evil Zone
Ubi Soft	Tennis	All Star Tennis

June

Acclaim	Racing	Revolt
Activision	First-Person Shooter	Quake II
AGETEC	Action/Adventure	Echo Night
AGETEC	Action/Adventure	Shadow Tower
ASC Games	Racing	Jeff Gordon XS Racing
Eidos	3-D Platform	Ger: Deep Cover Gecko
Eidos	Action	Urban Chaos
Fox Interactive	3-D Action	Croc II
Konami	Action/Adv	Soul of the Samurai
Konami	RPG	Suikoden II
Electronic Arts	Action	Tomorrow Never Dies
Mindscape	Action	Rat Attack
Red Storm Entertainment	Action	Rainbow Six
Sony CEA	Action/Platform	Ape Escape

THQ	Pool	Ultimate 8 Ball
Working Designs	2-D Platform	Silhouette Mirage

Other Second-Quarter Releases

989 Studios	Baseball	MLB 2000
Acclaim	Racing	Jeremy McGrath Super
		Motorcross '99
Activision	Fighting	X-Men
Bandai	Platform	Taii Concerto
Fox Interactive	Action	Alien Resurrection
Infogrames	Racing	Snow Racer
Sony CEA	RPG	Star Ocean 2

3RD-QUARTER GAMES

July

Crave Entertainment	RPG	Jade Cocoon
GT Interactive	Racing	Driver
Sony CEA	Action/Shooter	Omega Boost

August

989 Studios	Action/Adventure	Xena: Warrior Princess
Acclaim	Action	Shadow Man
THQ	Fighting	Shao Lin

September

Eidos	Action/Adventure	Omkron: Nomad Soul
GT Interactive	3-D Platform	Forty Winks
Konami	Strategy/RPG	Vandal Hearts II
Sony CEA	Music	Um Jammer Lammy
Square/EA	RPG	Final Fantasy VIII

Other Third-Quarter Releases

Atllus	RPG	Thousand Arms
AGETEC	Action	Rising Zan
Eidos	Racing	F-1 World Grand Prix
Eidos	Action	Saboteur
Infogrames	Action/Adventure	Mission: Impossible
Midway	Arcade Football	NFL Blitz '99
Natsume	Fishing	Reel Fishing 2
Psychosis	Racing	Wipeout 3
Sony CEA	Racing	Gran Turismo 2
THQ	Fishing/Sports	BASS Masters Classic: CE
THQ	Action/Adventure	Knights of Carnage
Ubisoft	Action/Platform	Rayman 2

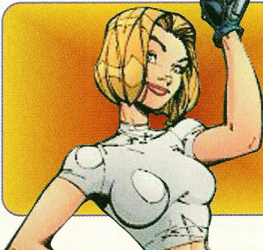
4th-QUARTER GAMES

October

Eidos	Action	Witchblade
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Gamewatch: Danger Girl

Based on the Cliffhanger comic book series of the same name, *Danger Girl* is an action/adventure title which focuses on the exploits of a sassy team of female spies. Sounds cool, doesn't it. That's why we are keeping our eye on this title. It has the potential to be one of the bigger sleeper hits of the year.



Interplay Adventure Messiah
Square EA Racing Chocobo Racing

November

989 Studios Action/Adv. Diabolical Adventures of Tobu
Activision Car Combat Vigilante 12
Square EA RPG Chocobo's Dungeon 2

December

Sidha Interactive Shooter Dirty War
Tecmo Simulation Monster Rancher 2

Other fourth-quarter releases

GT Interactive Combat Racing Rogue Trip 2
Natsume RPG Lufia III: Ruins Chasers

Sometime in 1999

Activision Skateboarding Tony Hawk's Pro Skater
Bandai Action Macross Digital Mission VF-X 2
Electronic Arts Action A Jurassic Park Game
Electronic Arts Action/RPG Dungeon Keeper 2
Hasbro Platform Glover
Interplay Action / Platform Earthworm Jim 3D
Interplay Action/Shooter MDK 2
Midway Action Jackie Chan's Stunt Master
Midway Boxing Ready 2 Rumble Boxing
Namco Simulation Ace Combat 3
Namco 3-D Platform Pac-Man 3D
Rage Shooter Expendable
Sony CEA Party Game Um Jammer Lammy
Square EA RPG Final Fantasy Anthology
Take 2 Action Grand Theft Auto: London 1969
THQ Action Danger Girl
Ubi Soft Action/Platform Tonic Trouble

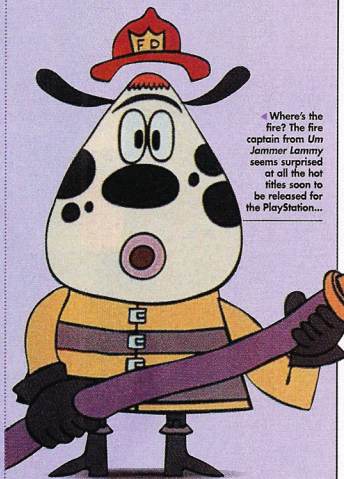
Sometime in 2000

Square EA RPG Sage Frontier 2

To Be Announced

??? Racing Superbike World Championship
3DO RPG Crusaders of Might and Magic
Acclaim Simulation Constructor
Activision Action Spiderman
Asci Sim/Adv. Aqua Prophecy
Capcom Survival Horror "A Horror Game"
Capcom Fighting Star Gladiators II
Capcom Fighting Street Fighter EX 2
Capcom Action/Platform Strider 2
Eidos Adventure Fear Factor
Eidos Action Vermin
Electronic Arts Racing Moto Racer 3
Electro Source Action Men in Black

Grolier Interactive Action Asghan
Grolier Interactive Action Virus 2000
GT Interactive Hunting Deer Hunter
GT Interactive First-Person Shooter Unreal
Hasbro Action Frogger 2
Konami Action/RPG Ganbare Goemon
Lionhead Strategy Black And White
LucasArts Adventure I. Jones/Infernal Machine
MGM Interactive Action/RPG Maximum Gauge
Mindcape Chess Chessmaster Millennium
Mindcape Strategy Panzer General Assault
Namco Action/Adventure Dragon Valor
Playmates Strategy/Action Covert Wars
Playmates Action T. Mutant Ninja Turtles 3-D
Psychosis Action/Shooter G-Police 2
Psychosis Space Shooter Colony Wars 3
Sony CEA RPG Grandia
Sony CEA 1st Person Shooter Legion
Square EA RPG Parasite Eve 2
Square EA Shooter Internal Section
Take 2 Action/Racing Grand Theft Auto 2
Tecmo Horse Racing Gallop Racer II
Tecmo Action "Ninja Gaiden" game
TIG Publishing Fantasy Kingdom II: Shaddan
Titus Action Blues Brothers 2000



Gamewatch: Kain

Some of you may have forgotten about this game due to its numerous delays, but Crystal Dynamics has assured us that *Kain* is still on target for a late May release. The company feels that releasing a high quality game is far more important than rushing it to the stores. We have to agree with them there.

PSM'S MOST WANTED



1 ▶ Anno Escape

From what we have seen, *Anno Escape* could easily be one of the biggest PlayStation titles to be released this year. It's got the classic platform game feel and beautiful cartoony graphics. And don't forget the monkeys. You can't forget the monkeys.

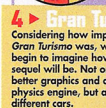
2 ▶ Dino Crisis

Capcom promises even more suspense and action in this upcoming survival horror game. This time, players will be taking on dinosaurs instead of your typical zombies. We expect *Dino Crisis* to have a huge presence at this year's E3 show.



3 ▶ Um Jammer Lammy

Chris played this in Japan and he can't stop saying positive things about it. The music is just as catchy as the first *Parappa* game and you can now compete against a friend.



4 ▶ Gran Turismo 2

Considering how impressive the first *Gran Turismo* was, we can only begin to imagine how incredible its sequel will be. Not only will it feature better graphics and an improved physics engine, but also over 300 different cars.



5 ▶ Omega Boost

Finally, a mech game done right. Long has the gaming community dreamed of re-enacting all those glorious battles from the *Macross* series. Well, now you can. You can even watch them over and over again thanks to the game's replay feature.



6 ▶ Wipeout 3

The first *Wipeout* revolutionized the racing genre with its unique tracks, cool weapons and super-fast speed, so we are expecting the same from this latest sequel. *Wipeout* is definitely going to stop when this game hits our offices.



7 ▶ Driver

Who didn't dream of being a getaway driver in one of those classic crime movies? Well, now you can and you don't even have to break the law. *Driver* is being developed by the same people who did *Destruction Derby* so you know it's gonna be good.



8 ▶ Dragon Quest VII

One of the most eagerly awaited games in Japan, *Dragon Quest VII* is finally nearing completion. If it continues in the tradition established by the first six games, then this is going to be one huge RPG.



9 ▶ Ace Combat 3

It's been a while since the PlayStation has seen a truly great air combat game, so *Ace Combat 3* is certainly a welcome title. It looks to take the genre to a whole new level. Let's just hope that Namco announces a U.S. release date soon.



10 ▶ Final Fantasy VIII

Now that the entire PSM staff has joined a FFVIII support group, our cravings for the game have dropped dramatically. Now, we're only thinking of the game while sleeping. Square had better hurry up and get us a U.S. rev or we'll have to start using the patch.



*designed by the italians.
no wonder it's attracted
to anything with curves.*



05...04...03...02...01

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"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo!)." - Official PlayStation Magazine, December 1998

"The first great racer of 1999 could be a *Gran Turismo Killer*." - Official PlayStation Magazine, February 1999



It is speed incarnate. Its sexy sheet metal restrains a 3000 cc power plant that hits 0-190 mph in the snap of a linguini. It is the Bisonte - just one of the automotive marvels that scorch the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Ciao, baby.

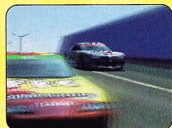
R4
RIDGE RACER TYPE 4

Think fast. Drive faster.

namco

www.namco.com

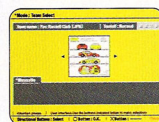
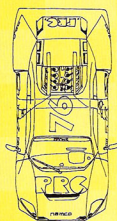
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode.
- Watch your race with all-new motion-blur effects



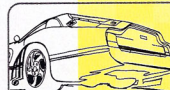
- Battle head-to-head in split-screen vs. mode



- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode



- Includes a Ridge Racer Turbo Mode bonus disc with 8 60 FPS tracks



BANZAI CHIBI-CHAN'S Nihon Game Otaru

The latest news and notes from the Land of the Rising Sun, featuring our very own Banzai Chibi-Chan!



Konichiwa fellow game otaku! Welcome to another exciting episode of import gaming goodness. Since last month, a lot of things have happened in the world of PlayStation. I'm still recovering from the PlayStation 2 unveiling that Sony held in Tokyo. SHII-IANASEEEEE!!! I just can't get over how great the graphics were. However, the system won't be available until at least the end of this year. Jikan ga kakaru... Maybe Sony will send me one now if I ask them nicely. Onegaishimasu, Sony.

Anyway, even if the next PlayStation won't be out for a while, there are still plenty of great import games to look forward to. *Um Jammer Lammy* will be out soon, but I am jealous that Sate-san got to play it before I did. That's just not right. This month also marks the release of *Lunar 2: Eternal Blue*, which is my current Top Pick. I'm not sure, but I think that *Final Fantasy VIII* has got me permanently hooked on RPGs. Now I am playing all of them, thanks to an endless supply of caffeine candy and pokka coffee. Hey, a serious gamer doesn't need sleep.

Well, I had better wrap this up before I run out of space. Next month, you otaku can expect some crazy coverage on the Tokyo Game Show. Frost-san and I are going to be there first-hand in order to get the full scoop on what's hot and what's not. See you then, jya ne!

Import News and Notes

► *Ace Combat 3* Lands soon. My sources at Namco have finally revealed to me the release date of the long awaited flight combat game, *Ace Combat 3: Electrosphere*. And strangely enough, it falls on Frost-san's birthday - May 27th. I sure hope that he doesn't expect me to pick him up a copy as a present. My sources have also told me that the game will retail for about 6800 Yen (\$57) and will feature some rather innovative uses of Sony's Dual Shock controller. This is going to be one popular title, so I had better head out to Akihabara and reserve myself a copy.

► *New Secret Of Mana?* Square has hinted at the possibility that a new *Seiken Densetsu* (*Secret of Mana*) game will be released for the PlayStation some time this year. What makes things even more interesting is that there will be a demo of a game called *Secret of Mana* included with the upcoming racing RPG, *Racing Ragoon*. This could be huge news for RPG fans, so I will see if I can find out more information for next issue. Stay tuned!

★ Banzai Chibi-Chan illustrations by Robert DeJesus

TOKYO - FLASH!



called to the counter to pay for their coveted prize, jealously glared at by less fortunate onlookers.

Eagerly Anticipated

Speculation in Japan isn't quite as rife as in the States, but the PlayStation 2, or whatever it gets called when Sony eventually announces it this month, has to be hottest product this year, let alone this month. Ending the century with a bang seems to be the plan. Games-wise, Namco's announcement of the release date for *Ace Combat 3* has sent it hurtling into the most-wanted charts and the cool music-crazy cats of Japan are waiting breathlessly for Konami's next title to get them strutting their stuff, with the PlayStation version of the arcade smash *Dance Dance Revolution*.

Hot For PlayStation

Marvel Super Heroes VS Street Fighter EX Edition is the game everyone wants to play on the demo PlayStation around Tokyo - who can resist taking on Ken with the massive and spitting Mad Incredible Hulk?! A totally cool concept and a sure-fire winner when it comes from the fight-masters themselves, Capcom. It's dedicated PlayStation controller again this month, too, with a colorful, big-button console to accompany Konami's version of *Beatmania*, *Pop N Music* and a pretty plain-looking wheel from HORI to help you round the curves in Codemaster's *Coin McRae's Rally*. *Monster Farm 2* is flying off the shelves, too - and *Lutwaffe* is, well, just flying. The less said about that one, the better.

Well, that's all for now. I've got to catch the next train to Shibuya, and I'm running late! From where I live, it's a pretty grueling trip of about an hour-and-a-half (not counting the mad-rush stopover at Tokyo station), but at least I've got my trusty new PocketStation to keep me company. Sure, the games for it so far are rather simple, but when I'm far away from the comfort of my couch and TV, that tiny little LCD screen starts to look better and better...

—Max Everingham



▲ *Monster Farm 2* is already a bit hit.



▲ Checkin' out the games in Akihabara.

Sony CEI Announces Ape Escape

Under development for almost two and a half years, *Ape Escape* was officially unveiled to the gaming press in March. A mix of *Mario 64* and *Spyro the Dragon*, the game puts you in the role of a boy named Kakeru as he attempts to capture as many escaped apes as he can. Pretty simple premise, huh? What's interesting is that this is the first game to only support Sony's Dual Shock controller. You can't play the game without it. *Ape Escape* will also be compatible with the PocketStation and should be available sometime in June.



▲ Look for loads more on *Ape Escape* here in PSM next month!

TOP 10 SELLERS IN JAPAN [at press time]



1. Final Fantasy VIII (Square)

2. Space Battleship Yamato (Bandai)

3. Armored Core: Master Of Arena (From Software)

4. Bass Landing (Ascul)

5. Beatmania (Konami)

6. Super Hero Battle (Bandai)

7. Crash Bandicoot 3: Warped World Tour (Sony CEI)

8. Simple 1500 Series: Mah Jongg (Culture Publishers)

9. Digimon World (Bandai)

10. Beatmania 3rd Mix (Konami)

*Source: The PlayStation, 99/02/09 to 99/02/14

APRIL JAPANESE RELEASES

DATE	TITLE	PUBLISHER	GENRE
5/4	...Sancore Best Gaming Expert	Sunsoft	Table
5/20	...Virgin Fleet	Konami	Adv
5/20	...Kanaazawa's Shogi	Seta	Table
5/27	...Lunar 2 Eternal Blue	Kaodgawa Shoten/ESRPG	
5/27	...Buzzer Beater Vol. 1	SCEI	Other
5/27	...Buzzer Beater Vol. 2	SCEI	Other
5/27	...Legend of the Hero of the Galaxy	Tokuma Shoten	Table
May	...Monster Compi World	Idea Factory	RPG
May	...Nobel's Game Center	Vigitt	Adv
May	...Purumi Purumi	Culture Publishers	RPG
May	...Uneasy Hunch	Kodansha	SIM
May	...Cinema English Language School No. 5	Zombie/Success	Other
May	...Puzzle by Egg	SCEI	Puzzle
May	...Pocket Dungeon	SCEI	RPG
May	...Logic Mah Jong	Japan software	Table
May	...Dragon Money	Micro Cabin	Table
May	...Marionette Company	Micro Cabin	Adv

*Note: PocketStation-compatible games are in italics



Chibi's Top April Pick

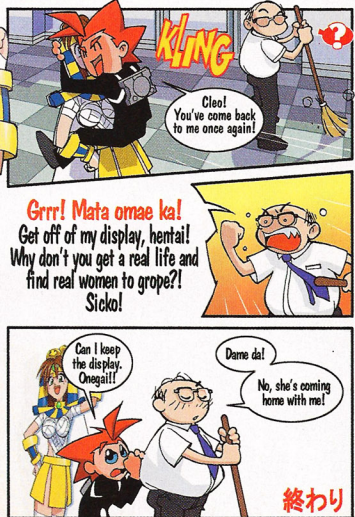
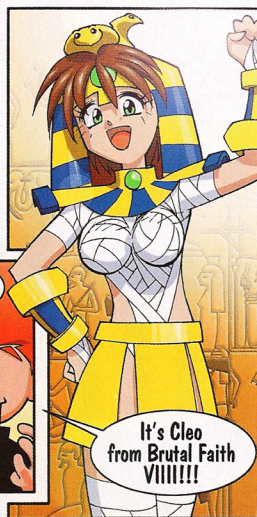
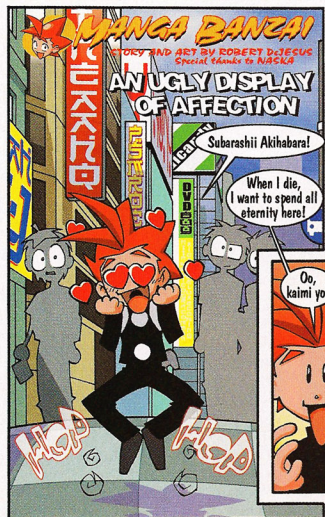
LUNAR 2: ETERNAL BLUE

After finishing off *Final Fantasy VIII*, I was still in the mood to play another RPG. Thank goodness *Lunar 2* got released. The *Lunar* series may

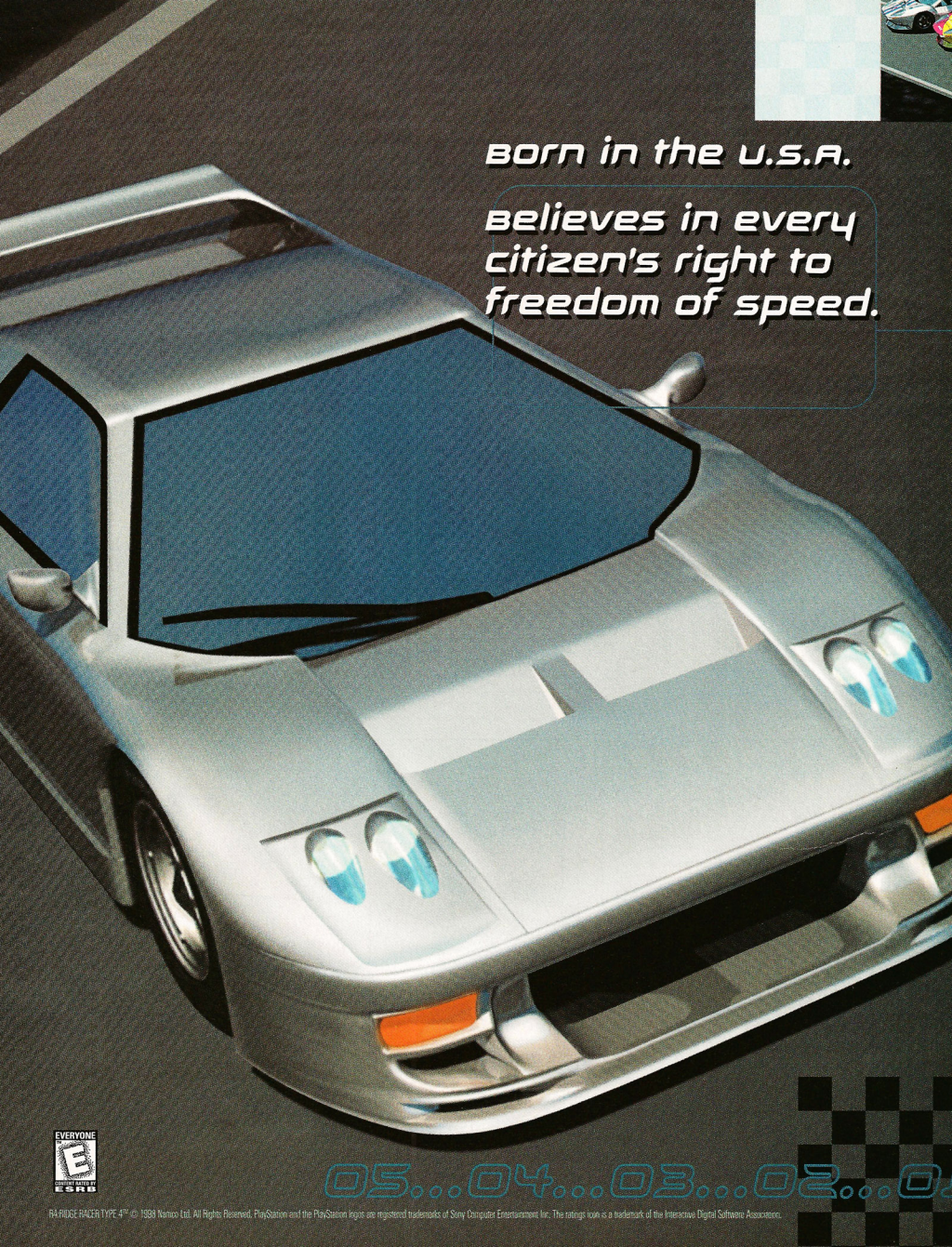
not be as popular as *Final Fantasy* or *Dragon Quest*, but it still has a good Japanese following, due to its great storylines and character designs. I'm only a few hours into the game, but I already love it. Here come some more sleepless nights.



▲ RPG fans know the *Lunar* series from the days of Sega CD—it was one of the few good games for that thing!



終わり



*Born in the U.S.A.
believes in every
citizen's right to
freedom of speed.*



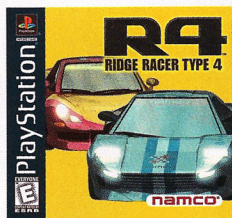
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"R4 has to be the best-looking PlayStation racer ever (yes, editing out even Gran Turismo)." - Official PlayStation Magazine, December 1998

"The first great racer of 1999 could be a *Gran Turismo Killer*." - Official PlayStation Magazine, February 1999



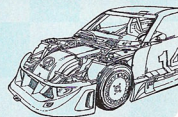
It boasts an American stock car pedigree. Built Tallahassee tough and water-moccasin fast. Its muscle-bound V8 unleashes 317 stampeding horses, as well as unlimited "Yee-Haa's!". It is the Detector - just one of the automotive marvels that torches the streets in R4. With over 300 new cars, 45 fantasy models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. So long, pardner.

R4
RIDGE RACER TYPE 4

Think fast. Drive faster.

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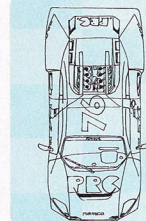
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects



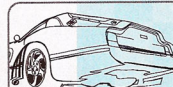
- Battle head-to-head in split-screen vs. mode



- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with 8 60 FPS tracks



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REVIEWS

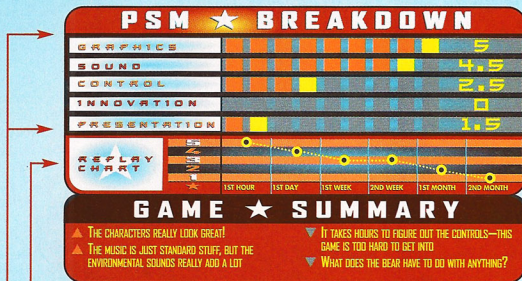
the most honest, dependable, unbiased
playstation reviews on the planet—period

Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

GAMES REVIEWED THIS MONTH:

Big Air Snowboarding	pg. 42
Monster Seeds	pg. 35
NBA In The Zone '99	pg. 38
Need For Speed: High Stakes	pg. 36
Rampage Universal Tour	pg. 40
Rushdown	pg. 42
Shadow Madness	pg. 40
Sports Car GT	pg. 35
Street Fighter Alpha 3	pg. 34
T.R.A.G.	pg. 43

BREAKING IT ALL DOWN, PSM STYLE



This is the Game Summary. It's kind of like "Cliff's Notes" for all you lazy types who won't read the whole review.

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WHAT THE RATINGS MEAN!



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



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Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye-contact with this one—it's not worth one second of your time.



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Abe's Exoddus 0000
Akui 0000
Animaniacs Ten Pin Ally 000
Apocalypse 000
Armored Core:
Project Phantasma 000
Blast Radius 000 1/2
Bomberman Race 000 1/2
Bust-A-Groove 0000 1/2
Bust-A-Move 4 0000
Bust-A-Move '99 0000
Civilization 2 0000 1/2
Colony Wars: Vengeance 00000
Contender 0 1/2
Cool Boarders 3 0000

Darkstalkers 3 0000
Dead In The Water 000 1/2
Destrega 000 1/2
F1: '98 0000
FIFA '99 0000 1/2
Freestyle Boardin' '99 0 1/2
Guardian's Crusade 0000
Heart of Darkness 0000 1/2
K-1 Revenge 00 1/2
Kensei: Sacred Fist 00 1/2
Knockout Kings 000
Legend of Legaia 000 1/2
Marvel Superheroes vs. Street Fighter 000 1/2
MediEvil 0000
Metal Gear Solid 000000
Monkey Hero 000 1/2
NASCAR '99 000 1/2
NCAA Final Four 000 1/2
NCAA GameBreaker '99 0000 1/2
NCAA March Mad '99 000 1/2
Nectaris 0000
NFL Blitz 0000 1/2
NFL GameDay '99 00000
No One/Stop Mr. Domino 000 1/2

Point Blank 2 000
Pro 18 World Tour Golf 0 1/2
R-Type 0000
Rally Cross 2 000 1/2
Rival Schools: United/Fate 0000
Rogue Trip 0000 1/2
Rollcage 0000 1/2
S.C.A.R.S. 000
Silent Hill 0000 1/2
Spyro the Dragon 0000
Street Fighter 2 Collection 0000
Street Skier 0000
Syphon Filter 0000
T'ai Fu 000 1/2
Tales of Destiny 0000
Tekken 3 00000
Tenchu 0000 1/2
Tiger Woods '99 PGA Golf 0000
Tomcat Raider III 0000
Twisted Metal 3 00
Unholy War, The 0000
Uprising X 0000
WCW/WWo Thunder 0000
WWF Warzone 0000
X Games Pro-Boarder 000 1/2

REVIEWS

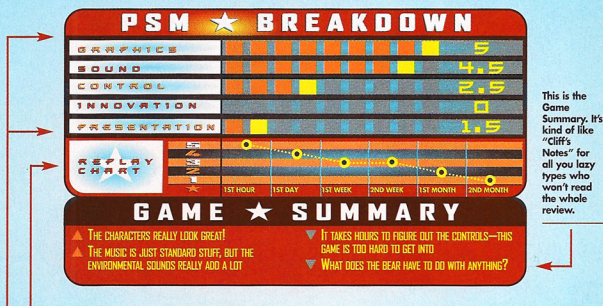
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Tiger Woods '99 PGA Golf 0000

Tomb Raider III 0000

Twisted Metal 3 00

Unholy War, The 0000

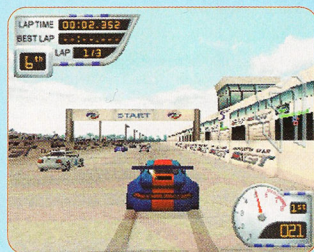
Uprising X 0000

WCW/nWo Thunder 0000

WWF Warzone 0000

X Games Pro-Boarder 0000 1/2

Sports Car GT



PUBLISHER

Electronic Arts

DEVELOPER

Westwood Pacific

TYPE OF GAME

Racing

« In real GT racing, you begin every race with a rolling start, but here you start from a dead stop. Bummer...

NOT UP TO THE CHALLENGE

Electronic Arts is focusing on the growing US popularity of the sport with *Sports Car GT*. As with any sim GT game, the typical selection of modes include Arcade, Time Trial and Season. After winning a season, you can then proceed to the racing class and a whole new group of cars will be available for purchase. You can also fine tune your purchased enhancements by using a set of sliding controls, which means that you don't have to be a mechanic to be able to tune your car to maximum performance. All 45 cars are licensed by their manufacturers, including BMW, Saleen and Porsche, among others. Even the courses are modeled after real circuits, like the highly rated Laguna Seca Raceway.

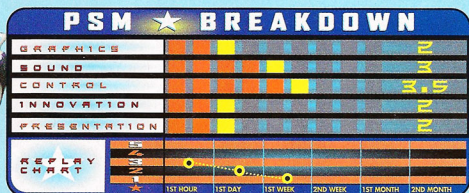
Promises were made early on by the developers that this would be a very realistic racing experience, but several things about the final product take away from the efforts made in this direction. Courses share many of the same details, including



trees and shrubbery from the real locations, but because of the poor graphics, the effort is for nothing. The muted color palette often makes it hard to discern between the track boundaries and the road itself. Every edge in the game appears jagged, giving the tracks a surprisingly rough look.

Models used for the cars are also lackluster. They sport very little detail and appear squashed, like deformed *Micro Machines*, on the track. The visual proportions of your car in contrast to course objects is completely whacked. Track boundaries, like walls, appear to be normal size when driving in the middle of the road, but when you get closer, they appear gargantuan. Very, very weird.

Control is pretty good, but collision physics are all wrong. Drive straight into a wall and you will simply glance off and continue driving. Where's the fiery crash? Damage is supposed to be acquired as you run into things, but we couldn't find a scratch on our car after laps of abuse. The AI computer opponents are challenging and mark one of the few areas that was successful in the game, but unfortunately they can't reverse the damage. *Sports Car GT* is a playable racer, but with so many visual flaws, there's no way it can compete.



PSM FINAL SCORE:
THE GRAPHICS RUIN THE WHOLE EXPERIENCE



Monster Seed

SUNSTO HATCHES A NEW BREED OF RPG

With a slightly more in-depth breeding system than Activision's *Guardian's Crusade*, Sunsoft's own *Monster Seed* also features a traditional role-playing quest, complete with turn-based battles and interaction with different characters.

As a wandering warrior named Daniel, the player stumbles into the town of Len Bal, which is being threatened by an infamous group of thugs called the Black Rope Gang. Their leader, a sinister magician named Murdoch, has grand designs to awaken a legendary Beast of Chaos in order to rule the world. Sounds familiar, but Sunsoft has added its own twist by throwing in Daniel's ability to summon monsters to fight for him in battle.

Through exploration and combat, you are able to collect a variety of monster eggs, but in order to successfully rear a unique fighting monster, you'll need to find the perfect combination of hatching solution, egg, and temperature. Players are able



PUBLISHER

Sunsoft

DEVELOPER

Sunsoft

TYPE OF GAME

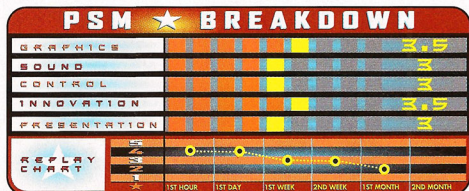
RPG/Breeding Sim

« Though the translation could've used help, we still got a kick out of some of the weird bottle cries during *Monster Seed*'s long combat scenes.

to access a book during the game which details all of the different monsters and eggs you've collected and used in order to give you a good guide as to what you have left to accomplish.

Despite these breeding elements, the weightier aspects of the game lie in its quest. Daniel is able to explore dungeons and interact with different townspeople in pseudo-3D environments. Characters are completely polygonal set against colorful prerendered backgrounds, which give the game a nicely polished look. Battles are fought directly on the playing screen, instead of a stock "battleground," and take place in turn-based, square-grid maps. Though the premise is promising, the resulting battle can be slow and tedious for the most part.

With so many interesting features to include, the game ends up feeling a little thin overall. Still, it's hard to deny that this game doesn't have its share of quirky charm and innovation, but unfortunately, *Monster Seed* fails to deliver a complete experience by trying to accomplish too much.



PSM FINAL SCORE:
A COMPETENT MIX OF BREEDING AND RPG THAT'S JUST A BIT THIN



Need For Speed: High Stakes



PUBLISHER

EA

DEVELOPER

EA Canada

TYPE OF GAME

Racing

* This where all the action is at the two-player, split screen, Hot Pursuit mode. Now you can take the role of the law and arrest your buddies.



PRETTY, BUT NOT AS FUN AS LAST YEAR'S GAME

Last year's hit, *Need For Speed 3*, was one of our favorite racers. The sequel is here, but the result is a mixed bag: it's sure to make your jaw drop, so how come it's not as fun as last year's game?

There are improvements, one of which would be the graphics, making this the best looking *Need For Speed* so far. The eight main tracks are each located in a different country. There are also three traditional race tracks to open as you play the game. All have a realistic edge and look simply gorgeous. Because of this added realism, you won't find the tracks to be as much of a wild ride. Instead, their layouts don't include as many shortcuts or opportunities for over-the-top moments which made the last *NFS* so much fun to play.

The cars are easily on par with the modeling used in *Gran Turismo*. Even the interiors of the vehicles are in high detail and, for the first time, there is actually someone sitting in the driver's seat! Another first in the series is that your car can receive damage as you run into things, something racing fans

have been asking for and car manufacturer's have been resisting since the beginning of the series. No detail was spared in the vehicles' representations; working reverse lights, turn signals, hazard lights and even customizable license plates are all included. To round out the visual package, there is an improved replay mode which also looks about as good as *Gran Turismo*. Even better, you can control the replay mode, similar to what you would find in most sports games.

Control is smooth, with more differentiation between how each of the cars



▲ You will have several views from which to watch the action, including this far off camera angle, but sometimes you may just have to stop to get a good enough look at the pretty scenery.

handle. It is a fantastic blend of arcade and simulation physics that translate into an extremely playable game. You will find tons of depth in more than a dozen different tournaments, with each one opening up something new within the game. There is an abundant supply of replay value from the many modes of play. You need to buy new cars and purchase upgrades with your earnings in order to proceed. You can also take the cars you buy and pit them against a friend's in the *High Stakes* two-player mode, where the winner takes the loser's car via memory cards.

However, there are a couple of things which really hurt the game in its most crucial area, the Hot Pursuit mode. When playing any of the other racing modes, including two-player, the frame rate is satisfactory, which means that while it doesn't scream by at breakneck speed, it definitely doesn't detract from the game. But when the game is supposed to be at its most intense (i.e. when multiple cop cars are on screen trying to run you off the road), the frame rate breaks down into a slide show that destroys any sense of speed and control for the player. Also flawed is the set of "parameters" or triggers used in determining whether a cop will pull you over. You only have to slow down to a speed below forty and you will automatically be pulled over if a cop is anywhere in the vicinity. This will even happen if you never speed at all. You should at least break a law to be given a ticket! The new radio banner can also get repetitive, despite the fun factor of playing as a cop against a friend.

While *Need For Speed: High Stakes* has improved upon the series' established excellence in almost all areas, it sadly fails in the areas the game should have been the most fun. There is a lot of enjoyment to be had here, but we have to go on record to state that the last *NFS* was much more of a blast to play.



▲ There is both night driving, as well as weather effects if you choose to turn them on. The latter really affects how your car handles, meaning you might want to slow down a little. Notice the splatter of water on the screen in the first person view.

◀ One of the neat features included when you play as the cop is a menu which you can toggle open for asking for support from other police or even organizing a road block.

PSM ★ BREAKDOWN				
GRAPHICS	4.5	4.5	4.5	4.5
SOUND	4.5	4.5	4.5	4.5
CONTROL	4.5	4.5	4.5	4.5
INNOVATION	4.5	4.5	4.5	4.5
PRESENTATION	4.5	4.5	4.5	4.5
REPLAY	4.5	4.5	4.5	4.5
CHART	4.5	4.5	4.5	4.5

GAME ★ SUMMARY					
▲ SOME OF THE BEST GRAPHICS EVER FOUND IN ANY RACING GAME		▼ THE FRAME RATE CRAWLS AT UNPLAYABLE SPEEDS WHEN SEVERAL CARS ARE ON THE SCREEN			
▲ TONS OF REPLAY VALUE WITH MANY MODES		▼ TRACK DESIGN ISN'T TERRIBLY EXCITING			

PSM FINAL SCORE:
A FANTASTIC GAME WITH SOME UNFORTUNATE FLAWS





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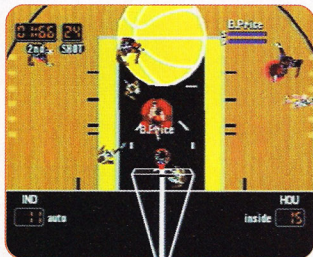
All-new specialty matches including Lumberjack and King Of The Ring.



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NBA In The Zone '99



PUBLISHER

Konami

DEVELOPER

Konami

TYPE OF GAME

Sports

◀ With the zoom function, you can zoom in or pull way out with whichever camera angle you like.

SOME SUBTLE CHANGES, NO LARGE LEAPS

During this rough season for NBA basketball, hoop fans' choices are surprisingly limited. Thankfully, Konami has brought back its well-established series with a laundry list of subtle and a few more demonstrative changes that make this game well worth playing.

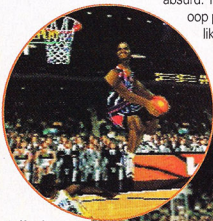
As always, *In the Zone* gives gamers a locker full of options and choices for full control of the game. This spot-on allotment ranges from six camera angles with zoom and height functions to ball colors (violet, anyone?) and a slew of minuscule little things that should make control-hungry hoopers nearly wet their pants. We have to say that EA's *NBA Live* has more choices, but *In The Zone* nonetheless does it right.

Load times exist, but are not annoyingly long. When you load up a full season or an even an exhibition game, you'll have to wait. But from menu or options to the game, there is no load time; something at least one of Konami's competitors should pay more attention to.

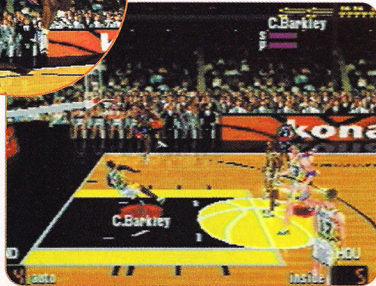
In this year's iteration, Konami has better balanced gameplay in the single-player season (for the most part), and has kept the two-player game sweet and pure. In a full single-player season, a little more excitement has been pumped into the game with real players. Three-point shooters in the real league, like Chicago's Kerr, will bang down the tres regularly, and Houston's Barkley drives to the hoop (bad back or not) with all the ferocity his grumpy, bald-headed self can muster. For party gamers, you can join into a three-point contest, a multi-difficulty level dunk contest, or the All-Star contest. Each of these adds much needed depth to gameplay.

But despite the annual extra little additions, some aspects of the game are absurd. Huge rainbow bounce passes look like alley-oop passes, and can't be stolen, even though, just like last year, steals are still incredibly easy.

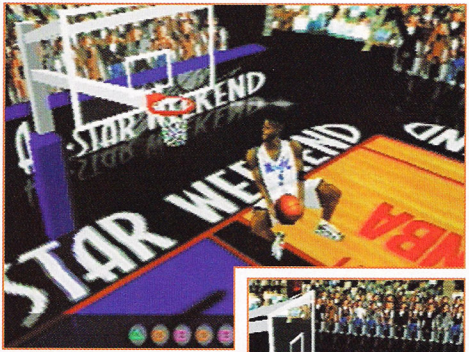
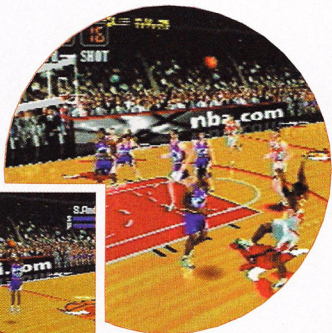
This year's game is still one of the best, but while little alterations were made, bigger ones were needed. As a result, *In the Zone 99* is damn good, but not brilliant.



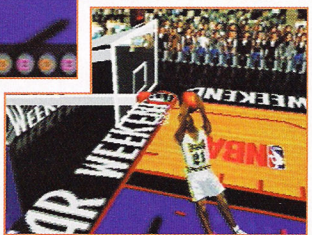
▶ Here's Barkley elbowing his way to the top, live and in the replay. The replay features almost television-like graphics... that's right, we said "almost".



▶ The game's notion capture is good, in parts, like this three-pointer and Pippen's fall-away jumper.



▶ The Slam Dunk Contest is way fun, replays and all.



PSM ★ BREAKDOWN

GRAPHICS	4	4	4	4	4	4	4	4	4
SOUND	4	4	4	4	4	4	4	4	4
CONTROL	4	4	4	4	4	4	4	4	4
INNOVATION	4	4	4	4	4	4	4	4	4
PRESENTATION	4	4	4	4	4	4	4	4	4
REPLAY CHART	4	4	4	4	4	4	4	4	4
	1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK	1ST MONTH	2ND MONTH			

GAME ★ SUMMARY

- ▲ BETTER CONTROL THAN LAST YEAR
- ▲ MORE VARIETY IN GAMEPLAY MODES
- ▼ SOUND EFFECTS AND MUSIC ARE SILLY AND WEAK
- ▼ MOTION CAPTURE IS GOOD, BUT INCONSISTENT

PSM FINAL SCORE:
GOOD, BUT NOT GREAT



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Shadow Madness



PUBLISHER

Crave

DEVELOPER

Craveyard

TYPE OF GAME

RPG

◀ It's a shame that the character designs and battle system can't quite keep up in *Shadow Madness*.



CAN CRAVE BREAK THE JAPANESE RPG SPELL?

When Crave announced its intentions to create the first US made RPG for the PlayStation, we were thrilled. If the game was successful, it would open the door for other talented developers to try their hand at a genre typically dominated by a slew of phenomenal Japanese-made titles. And with the release of *Shadow Madness*, Crave's effort succeeds in showing a good amount of potential, but ultimately fails to deliver a complete experience.

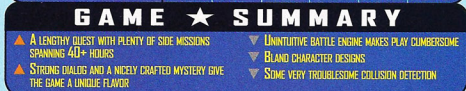
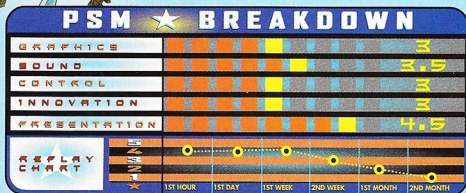
As any fan of the genre realizes, an RPG is much more than a sum of its parts, but there are a few qualities that we always tend to look for in a RPG: the game's storyline is of paramount importance, a solid battle engine and a cast of memorable characters. Of these, *Shadow Madness* has storyline inked to near perfection.

At the start of *SM*, players are placed in the boots of a young man named Stinger, whose town is mysteriously destroyed right before his eyes. He stumbles upon a pair of neighboring citizens as the countryside is slowly being wiped off of the map by a mysterious force. Along with his new allies, Stinger must journey to new lands in order to find out what is causing the destruction and its ensuing "madness," which turns survivors into complete lunatics who fear their own shadows.

Unfortunately, beyond several inventive features (a cool map screen, some clever effects and great music), the storyline remains the only real highpoint in *SM*. Not a strict turn-based RPG, the game's combat is most similar to the engine used in *FFVII*, but without the Active Time gauge. Depending on which difficulty mode you select, the enemies can batter your party in random sequence. In the face of the enemies' rapid attacks, navigating the often cumbersome menu system is borderline sadistic.

Beyond the battle system, the other notable disappointment is *SM*'s character design. All of the character designs in *SM* look more like drawing board examples from a cancelled Saturday morning cartoon. They're not memorable enough to make that special impression so important in RPGs.

But despite all its shortcomings, Crave makes strong strides to show it has the talent to deliver a great story and deep characters. A bit like a diamond in the rough, *Shadow Madness* deserves a look, no matter how brief, if you're a hardcore fan of the genre.



PSM FINAL SCORE:
A PROMISING EFFORT THAT JUST MISSES THE MARK

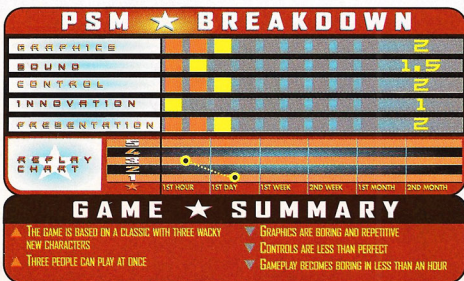


Rampage 2: Universal Tour

WE REALLY DIDN'T NEED A SEQUEL

Any arcade in the mid '80s worth visiting had at least one *Rampage*. The game's a bonafide classic famous for its trademark silly premise, wacky characters and fun gameplay which featured three giant mutants on a rampage through a large metropolitan city. At its most basic level, you punched, kicked and stomped buildings until they were demolished. During the mayhem, little humans tried to shoot you, but you could fight back by eating them. The game was simple, addictive, arcade fun. The PlayStation update, *Rampage: World Tour* retains everything that made the original a hit. The problem is that the original's gameplay wore thin over time and nothing new was added (other than some new animations) to make *Universal Tour* fresh.

Unfortunately, besides a new three player mode (with the use of a multi-tap),



PUBLISHER

Midway

DEVELOPER

Avalanche Software

TYPE OF GAME

Arcade/Action

◀ Even with three players the fun wears thin when playing *Universal Tour*.

Avalanche, the game's developer, added nothing to the game to make it any different from the last. This flaw in *Universal Tour* gives you no real reason to buy this game if you have the first one. This time around, the three characters from the original games are caged and separated on three different continents: Asia, America and Europe. Three new monsters make up the *Universal Tour* cast: Ruby the crab, Curtis the mouse and Boris the rhino. The characters each have different attributes, but all play about the same with the only new inclusion being a unique super move which is charged by eating humans. There are some control issues which make *Universal* slightly frustrating. An unforgivable amount of slow down happens consistently through each level, but the worst offense has to be the repetitious graphics. Once you've played through ten of the 100+ levels, you'll have seen everything. *Rampage 2: Universal Tour* doesn't even come close to offering any variety in levels, despite the rare bonus level, which makes even the most furious three player game an exercise in sheer boredom after only an hour. The first game was all we needed of *Rampage* on the PlayStation.

PSM FINAL SCORE:
THIS IS ONLY FOR THE RAMPAGE OBSESSED



It's anyone who starts a sentence,
"When I was your age..."

It's your parents when they say,
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It's the cop who gave you the jaywalking ticket.

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Big Air Snowboarding



PUBLISHER

Accolade

DEVELOPER

Pitbull Syndicate

TYPE OF GAME

Racing

◀ The practice mode is the most fun to play in the game, but even here, the fun is over too quick.

THE BIG WAIT HAS BEEN FOR NOTHING

The PSM staff have been looking forward to *Big Air* for some time now, ever since we saw its promising beginnings nearly a year ago. Unfortunately, Accolade's first entry into the snowboarding genre takes a step backward with major gameplay problems.

Control is difficult in every mode. You'll run into walls because your carve button is far too hard to use. While you may become proficient at carving in a couple of days, the trick controls will never become easy to use, even after weeks or months of practice. Pitbull implemented a totally unintuitive system, with board spins that are activated by double tapping left or right on the D-pad. Grabs are easy enough with a different action button representing a different grab, but to pull a complicated trick like a "backside 900 degree Indy", you must press right, right, R1 + triangle, left, left, left, right — all while in the air. Worse than the confusing trick control scheme is the precision timing it takes to enter the tricks. It's more difficult than the average fighting game and too often you will pull a trick successfully without being awarded any points. As a final insult, the animations for spin maneuvers look terrible with characters often moving too fast to even make out what they are doing.

Rushdown

RUN AWAY FROM RUSHDOWN

The latest title acquired by EA, *Rushdown*, features three different modes of extreme sports. During all three modes, snowboarding, mountain biking and kayaking, you get to race down hill, just at the brink of losing control. The premise behind *Rushdown* is excellent, but much to our disappointment, the execution of this idea is far from spectacular.

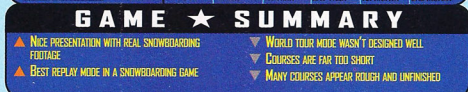
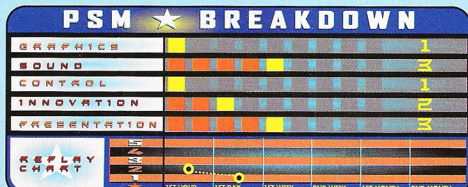
The engine designed to run the game's graphics is impressive. The frame rate is very smooth and seems to even run a little faster than the standard 30 frames per second found in most racing games. The graphics are displayed at a higher resolution above the standard, but after the initial impression wears off, we found much to be desired with the graphics and the use of textures in the game. The 15 tracks look far too similar to one another. But these are the least of the game's problems,

Track design is also a huge disappointment, with most runs being so short you'll say to yourself, "That was it?". Though there are plenty of courses to try out, most are unimaginative with very few trick opportunities and not a single place to railslide. The half-pipes are also short and because of the trick controls, what should be the best part of the game becomes the most frustrating.

The scenery looks nice at times, moving by at a good frame rate, but the courses show visible polygon seams and large holes in some of the track boundaries, giving the game an unfinished look.

Finally, the World Tour Mode is poorly designed. Players are guaranteed to be frustrated by being booted off the tour as soon as they lose a race or not make enough points in a trick event. In any other game, regardless of genre, you can at least complete a tour even if you don't win the final prize.

The only real highlight in the game is its presentation with lots of video footage of real boarders and a decent alternative music soundtrack. Otherwise, *Big Air* is a big disappointment with shortcomings in every department.



PSM FINAL SCORE:
DISAPPOINTMENTS IN EVERY DEPARTMENT



PUBLISHER

Activision

DEVELOPER

Sunsoft

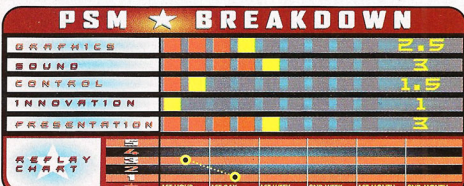
TYPE OF GAME

Puzzle

◀ The kayaking is the best this game has to offer. Too bad it's only fun for a few minutes. The water does look nice, though!

as the gameplay can only be described as pathetically amateur at best.

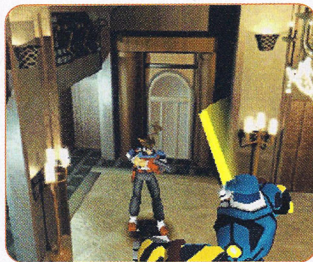
Surprisingly, the kayaking portion is the best in the game, partly due to the decent water textures. Fighting the current as you cruise down a river is fun, but not enough to save the game. The other two events, snowboarding and mountain biking, play exactly the same as each other. The snowboarding mode is about the worst simulation you can find of the sport, failing to compete with other snowboarding sim on the market. The physics are totally unconvincing and the sensation of speed is just not there. The only way we could stand to play this game and get any sense of speed through the narrow courses is in first person view. *Rushdown* does feature a nice soundtrack and good use of analog controls, but with such fundamental gameplay problems, nothing can make this title entertaining for more than a few minutes. If they had more creative down hill racing events, like street luge, *Rushdown* might've had a chance. Why not include sliding down a hill with a piece of cardboard under your butt? Now that sounds fun!



PSM FINAL SCORE:
RUSHDOWN IS A LET DOWN



T.R.A.G.



PUBLISHER

Sunsoft

DEVELOPER

Sunsoft

TYPE OF GAME

Action/Adventure

Think of T.R.A.G. as *Resident Evil* Lite — all the scenery and only half the excitement.

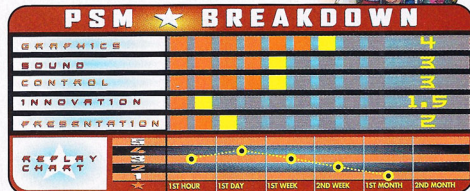
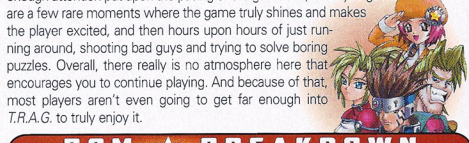
AN AVERAGE ATTEMPT AT A RESIDENT EVIL CLONE

While T.R.A.G. can be best described as a *Resident Evil*-style game, its focus is more on action and puzzle-solving than mood or suspense. Because of this, you won't find any zombies or walking plants here. Instead, players take on a group of terrorists who have seized control of a building, much like in the first *Die Hard* movie.

Gameplay is very reminiscent of the *Resident Evil* series, but never feels quite as exciting. You have to run around from room to room, picking up items and trying to solve puzzles that will allow you to progress further into the building. Every so often you will come across a robot or terrorist that you will have to take down, but that's about it. And that's the main problem with this game. There really is no innovation here. Pretty much everything in the game, from the puzzle designs to the enemies has been seen and done better before. You really won't see anything that will surprise you.

There are, however, a couple of things that this game does right and they should be mentioned. First off, the pre-rendered backgrounds are extremely well-done. In some cases, they even surpass the ones found in *Resident Evil* 2. Secondly, due to the fact that T.R.A.G. takes place in a building, there really is a large assortment of rooms and places to explore. This is probably one of the best aspects of the game. The only bad part about it is that it can get kind of frustrating, especially when you are trying to figure out where an item is that you originally overlooked.

What's most disheartening is that T.R.A.G. had the potential to be a better than average title. Most of the necessary elements are here, but there simply wasn't enough attention put upon the pacing of the game. So, what you get are a few rare moments where the game truly shines and makes the player excited, and then hours upon hours of just running around, shooting bad guys and trying to solve boring puzzles. Overall, there really is no atmosphere here that encourages you to continue playing. And because of that, most players aren't even going to get far enough into T.R.A.G. to truly enjoy it.



GAME ★ SUMMARY

- ▲ PLENTY OF NICELY DETAILED BACKGROUNDS TO LOOK AT
- ▼ THERE'S TOO MANY DULL MOMENTS WHERE NOTHING IS GOING ON
- ▲ SOME OF THE PUZZLES ARE QUITE CLEVER
- ▼ FMV AND VOICE ACTING QUALITY IS PRETTY BAD
- ▲ ENEMIES ARE BORING AND UNSPURRED

PSM FINAL SCORE:
A GAME THAT COULD HAVE USED SOME INNOVATION



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THE URGE

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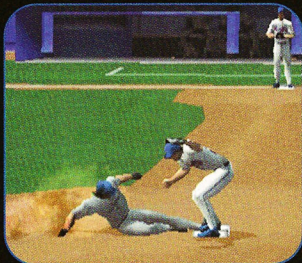
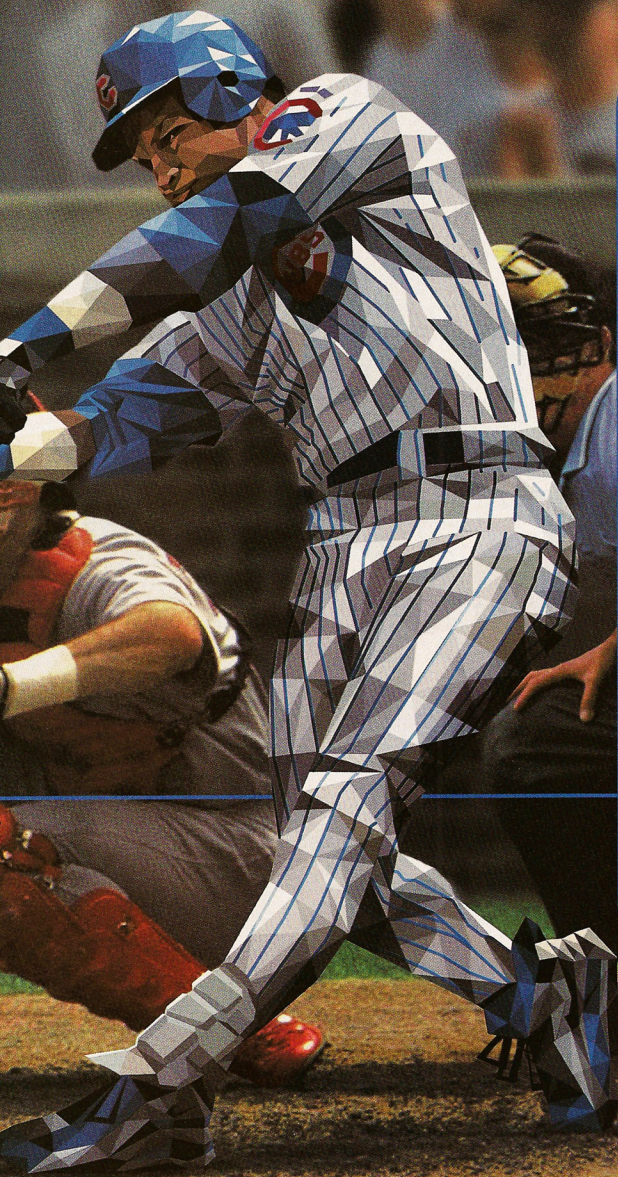
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CYBER SAMMY

NO ONE REMEMBERS WHO HAD
**THE MOST BUNTS
IN A SEASON.**



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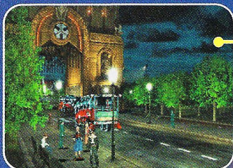


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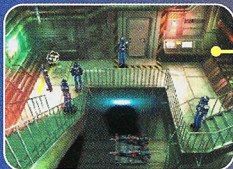
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TRIPLE PLAY 2000





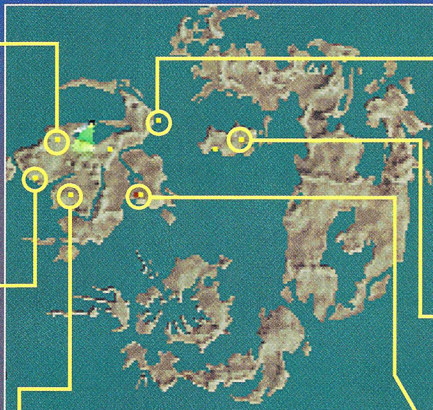
▲ **Dering City** This is one of the largest cities you will run across in *FFVIII*. Squall will get into a major battle with Seifer here.



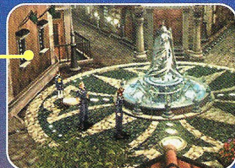
▲ **Missile Base** A rival faction hopes to blow up your school with missiles from this base. You will have to find a way to stop them or the game will end (duh).



▲ We are still unsure of what this building's purpose is. It looks to be a large drilling machine and has many floors much like *FFVII*'s Shinra building.



▲ With its large assortment of islands and continents, the world of *Final Fantasy VIII* has a lot of potential for exploration and discovery.



▲ **Darg** This town is where the *FFVIII* demo took place in. In the full game, Darg is the location for your first mission as a SeeD member.



▲ **Bolam Garden** As a member of SeeD, you go to school here. You will come back to this location often during the game to train and sleep.



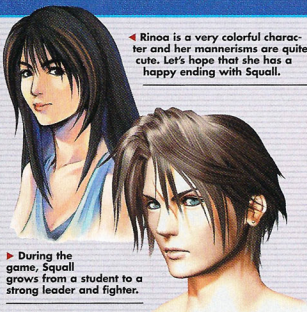
▲ **Timber** This city is a central hub for all the major trains. You will be enlisted here to steal a train car containing a major government official.

THE WORLD OF FINAL FANTASY VIII

Here is a basic map showing the four main continents in *Final Fantasy VIII*. In many ways, it looks like *FFVII*, but there are several more locations to visit in this game. We have spotlighted a few of these locations in order to give readers a better idea of the world they will be exploring.

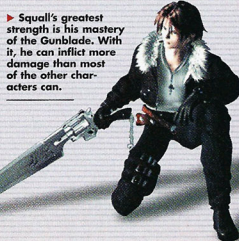


When traveling around, players will come across a much larger number of monsters to fight. This T-Rex is one of the cooler, new additions.

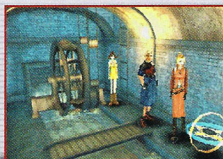


▲ Rinoa is a very colorful character and her mannerisms are quite cute. Let's hope that she has a happy ending with Squall.

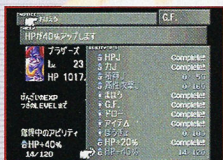
► During the game, Squall grows from a student to a strong leader and fighter.



► Squall's greatest strength is his mastery of the Gunblade. With it, he can inflict more damage than most of the other characters can.



There doesn't seem to be any place that you can't go in this game. In fact, during one mission you end up in the sewer systems of a major city. Go figure.



▲ When you go to the Guardian Force status screen, you can see a listing of all the abilities that particular Guardian Force is capable of achieving.

EARNING GUARDIAN FORCES



▲ In most cases, if you want to earn a Guardian Force, you will have to find and challenge them to a fight. If you win, they become yours and you can then use them in battle.

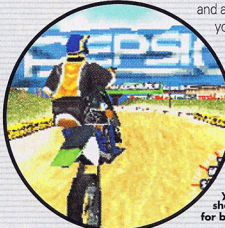
D.I.R.T.

The ultimate motocross simulation

We've really been enjoying an early version of *D.I.R.T.*, which will set the new standard in motocross racing if the final version follows through on the early, but fantastic, gameplay we've seen. Where *Gran Turismo* broke new ground with its amazing simulation of car racing, *D.I.R.T.* is going to the same with dirt bikes. One feature says it all — to pull a wheelie, you have to pull back (push down on the d-pad or analog stick), instead of just pushing a single action button to perform the maneuver. This is no arcade game.

The programmer behind the control and bike physics is obviously dedicated to dirt bikes, as everything from the real thing is accurately simulated. Tap the accelerator and your front end pops up, which means you have to keep pressing up to keep your weight over the front wheel when accelerating. Too much speed and

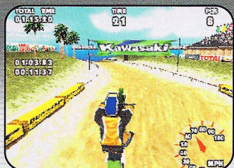
▼ *D.I.R.T.* is getting in on the sponsorship act. Check out the Pepsi banner!



you won't be able to make any of the corners. Controlling the bike isn't easy, but since it uses real world physics for things like weight distribution, grip and acceleration, mastering the game will teach you a little about how to ride the real thing.

The game is now officially sponsored by Pepsi Cola and Kawasaki Motorcycles and the game includes 125cc, 250cc and 500cc Kawasaki dirt bikes. With lots of well designed tracks (12 in all), there doesn't seem anything keeping *D.I.R.T.* from becoming the leader of the pack.

► You need to tap the accelerator to keep your turns manageable. When the turn is sharp enough, your rider will put his foot down for balance.



▲ Just like in real life, the front wheel will pop up when you twist the throttle. You will need to lean forward to keep the front wheel on the ground.



▲ In a standard competition or tournament race, it will be you against seven other opponents. Be sure not to bump any riders at the start or you will be eating dirt.



Publisher: Hasbro Interactive
Developer: Blue Planet Software

Release Date: July
Type: Puzzle



THE NEXT TETRIS

The next step in the evolution of falling blocks?



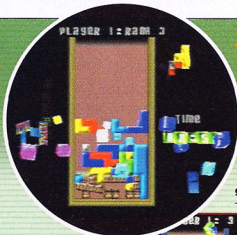
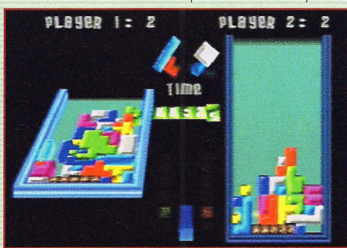
▲ It may look like Tetris, it may smell like Tetris, it may even play like Tetris...



▲ ...but *TNT* also includes new segmented blocks that will break off and cause disruptive chain reactions.

Hasbro knows a good license when it sees it and has proved that once again when it recently acquired *The Next Tetris* from Blue Planet Software for release this July.

The Next Tetris is an evolutionary step from the original concept. Like the first *Tetris*, *The Next Tetris* hands you the same situation — blocks of different shapes fall into a bin, and you'll need to maneuver these puzzle pieces so they form a full horizontal row across the bin. Do this and the row disappears. The big twist in *The Next Tetris* is that some pieces have segmented blocks that will fall as a separate unit when they hit the



▲ Some of the game's effects are pretty wild, since it uses a high-resolution 3D engine.

▼ When things get a little heated in two-player mode, things can get a little confusing...



bottom of the bin. What's more, these tiny blocks will shift and fall further down into the bin when you vibrate out a line, giving you ample opportunity for a chain-reaction.

The Next Tetris also highlights a very unique two-player mode. When you clear out more than one line at a time, you'll screw up the other player by causing his bin to twist, swirl, and spin while he's trying to maneuver his own set of blocks. It's quite dizzying.

And of course, if you just want to kick back with a classic game of *Tetris*, well, that's included in the package as well.

This should be considered a quantum step for fans of falling blocks everywhere.

◀ ...especially when the screen goes a little topsy-turvy.

THE GOOD FIGHT

Single party combat still takes place in an diagonal field, which allows five party members to battle it out with all kinds of nasty enemies.



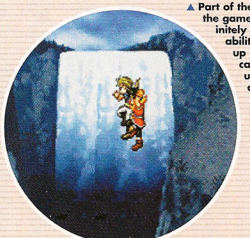
▲ Magic spells have been visually enhanced in order to accurately display each caster's true power.



▲ Auto battle is always an option when facing a hoard enemies, and sometimes uncovers a secret combo when used.



▲ Part of the draw to the game will definitely be the ability to build up a base camp with up to 108 allies who can join your party at any time.



▲ You and your friend, Joey, take a dive off a cliff in order to avoid getting captured and killed by the enemy!

SUIKODEN II

One of the hottest RPGs of the year nears release

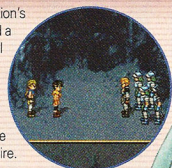
During the first complete year of the PlayStation's existence, gamers were hardpressed to find a truly great RPG until Konami released the original *Suikoden*. It was a quiet release, but word of mouth eventually made the game a hit. Now, two years after the original game, *Suikoden II* is finally nearing release in the States just in time for summer.

This time around, the story concentrates on the adventures of a young hero fighting for the Empire. Along with two of his childhood friends, Nanami and Joey, his journeys take him across enemy lines and allows the player to meet up with characters that should be familiar to those who played the original. At the outset, the hero and his friend, Joey, find that

▼ Nanami is the adopted sister of our hero.



their camp has been assaulted by enemy forces. They are subsequently chased to a cliff, where in desperation, both jump into the raging river far below to escape death. The hero is then captured by a small band of rebels who have set up camp deep within the forest. The rebel camp is headed up, surprisingly enough, by two characters who supposedly perished in the final stand against the empire in *Suikoden I*, Filk and Viktor. There are also rumors of Gremio's return during the game as well. The lead designer of the series has hinted to the Japanese press that gamers who have managed to hang onto their



▲ Just like in the first *Suikoden* game, there are many traitors that walk amongst the allies.

old saves from *Suikoden I* may be find that they have some secrets to uncover which link the sequel more directly to the original. While we're not sure exactly what he means, you can bet that you'll be seeing more than a few of the original 108 stars showing up throughout the game.

Battles remain similar to the original combat engine in *Suikoden*, with each character possessing the ability to use Runes and combine attacks when paired correctly in a party. Along with the party battles, the large scale army wars are also back, which should please fans of the series.

Suikoden II is slated to hit stores in June, just a few months before the massive US launch of *Final Fantasy VII*. If you love RPGs, then be sure to keep an eye out for it.



▲ Right at the beginning, you're plunged straight into chaos as your camp is attacked by unseen forces in the surrounding woods.



▲ Through flashbacks, you'll learn more about the three childhood friends who represent the core of the storyline in *Suikoden II*.

THE PLAYERS

Suikoden II introduces gamers to a trio of childhood friends who must fight together to save the land.

► **The Hero:** Orphaned at an early age, the hero leaves his hometown to join the youth corps in order to train to defend his country.



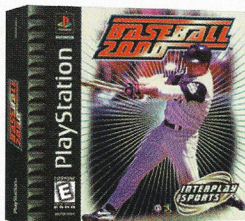
▲ **Joey:** Joey's friendship with the hero begins in childhood. Well versed in magic, Joey helps the hero escape the rebel camp.



▲ **Nanami:** The adopted sister of the hero, Nanami has always been a bit of a tomboy. She is also known to be quick to take up arms in a fight.

◀ Filk returns as the leader of a small band of rebels who've set up camp deep within the forest.





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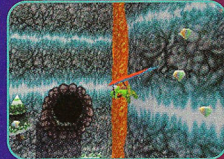
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NEW FEATURES

During the interim between the game's original December release date and its present summer ship date, Argonaut has been hard at work improving the original game by adding a slew of new moves to Croc's arsenal.



▲ Need to get across a massive gap in the ground or a huge ravine? Check out Croc's hang glider!



▲ You'll receive help and advice from your newfound Gobbo friends in many of the new areas.



▲ The snowball ride forces you to keep up your balance or plummet to the ground far below.



▲ Just like the monkey bars at school! A hanging kick is sure to help Croc get rid of flying enemies and pesky foes.

CROC 2

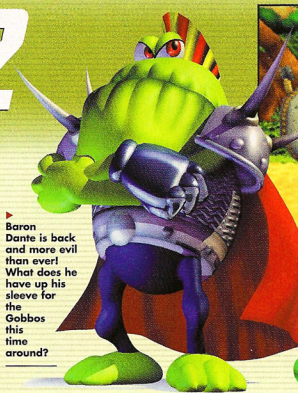
Fox's little green hero gets the sequel treatment

D originally slated for a December '98 release, Fox's mascot platformer hero, Croc, has resurfaced with a new release date set for the summer of this year. The delay has brought about more features, a slicker overall look, and a wider variety of levels and worlds.

In the respite between games, Croc has stumbled over information regarding his real parents, who have been actively seeking him out during his stay in the Gobbo village as an orphan. His quest to find his parents takes him to new lands and introduces players to whole new tribes of Gobbos inhabiting each area. During his travels, Croc will also be required to do a little time-traveling in order to duel with the evil minions of the recently resurrected Baron Dante, as well.

The game promises to span over four entire Gobbo villages which contain ten levels each, packed with Gobbo allies that can talk to Croc, as well as help him out in solving puzzles and accomplishing complex goals. All of this will be done with a minimal amount of loading time between areas, as well; a feature implemented in games like the upcoming *Legacy of Kain: Soul Reaver*, as well as Sony's *Blasto*.

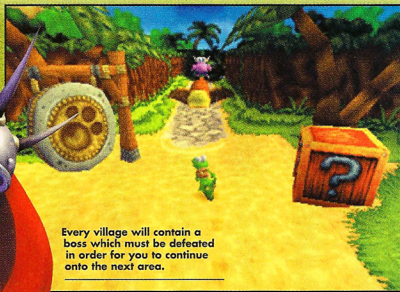
Not content to only provide standard platforming features, Fox and Argonaut also plan to include mini-games which require Croc to hang glide or ride snowballs on tracks in order to complete levels or reap huge rewards. Rewards consist of pre-



Baron Dante is back and more evil than ever! What does he have up his sleeve for this time around?

cious crystals, which can also be obtained through-out levels and can be then traded in at certain "shops" for extra lives and Clockwork Gobbos to be used during regular gameplay.

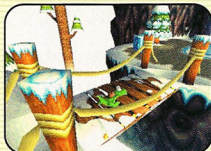
Croc will also need to use every one of his new moves, which range from a power flip to a super jump, in order to defeat a slew of new bosses which stand between him and moving onto the next village. Some bosses will force you to use your new box-throwing abilities, while others can be destroyed with high tail attacks. Fox promises to cover all the bases and Croc 2 looks like it may deliver one of the ultimate 3D gaming experiences thus far on the PlayStation. With so many new features and an expanded network of intricate worlds, Croc 2 hits the store shelves sometime this summer.



Every village will contain a boss which must be defeated in order for you to continue onto the next area.



▲ Croc spent the extra development time getting in shape for his new adventures.



▲ The world labeled "Croc vs. the Icy Elements" will pit the feisty reptile against snow-filled areas teeming with slippery spots and Siberian-themed Gobbos.



▲ Croc's ability to both jump on boxes, as well as toss them, proves to be helpful in gathering items and defending against enemies.

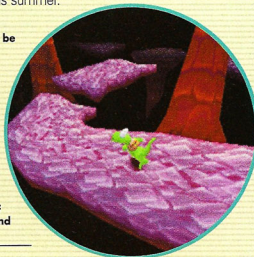
CROC THE CONSUMER

As Croc travels through the game, he'll be able to use the crystals that you collect to purchase helpful goodies, like jelly jumps and extra lives, which promise to help you out of a tight spot when you're out of lives.



▲ Pete is one of the new characters who seeks to help Croc out during his journeys by swapping crystals for items at select shops.

► Croc will be able to explore a multitude of environments, including an sunken ship at the bottom of the sea, as well as a huge network of underground mines.



▲ The butt stamp is one of the remaining staples of gameplay that Croc can use to destroy boxes for goodies.



▼ To make up for the short viewing distance, the developers have developed a new HUD system which will show the green wire frames of any structure in the distance.

▲ Several new weapons have been added to the arsenal which will result in some spectacular explosions when they impact on a target. There's nothing more satisfying than when something blows up real good!



▲ Tunnels have been introduced which link the domes. They can sometimes be a bit complicated in their layout, with access to several domes through the network of tunnels. Tunnels also happen to be great places for ambushes, so you have to stay on your toes.

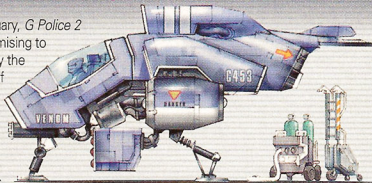
G-POLICE: Weapons Of Justice

The police are back and they're armed to the teeth!

Well, as reported in February, *G-Police 2* is on its way and is promising to be the game we all hoped to play the first time around. The creation of the original *G-Police* was a monumental undertaking. It was a stylish and futuristic environment, in which you flew highly maneuverable, well-armed, hovercraft-type vehicles through cityscapes contained in off-world domes. The cities themselves could have come right off the set of *Blade Runner*. Still, the very cool premise and amazing visual look weren't enough to combat several key technical hurdles. The draw-in distance was measured in feet, control was far too complicated, and mission design made the difficulty level too high. These three issues have been the key focus of the major redesign in the new game. With a six (7) level demo in hand, we at PSM can finally attest first-hand to the designers' progress.

Because of the detailed environments, the view distance still hasn't been extended much further, but a new HUD (heads up display) feature makes the game much more playable by displaying the wire frames of the buildings long before they actually appear. You can now actually see where you're going!

Flying the Havocs from the last game or any of the new vehicles is made far more simple and intuitive as promised by Psygnosis. With a Dual Shock Analog controller, the right stick will control forward and backward movement, as well as side to side



▲ The Venom is one mean mother! Check out all the artillery on this bird.

strafing. The left stick still controls direction and pitch and your fingers are free to slap the fire buttons on the shoulder. This approach is far easier and you don't lose any of the capabilities of the craft available in the last game, making it easier and more fun to fly.

From the missions we've played so far we can say that the game has a very familiar feel, especially in how each of the missions are played out. You start off with some objectives, often with a time limit, and as they are completed, either more objectives will crop up, or other "surprises", which must be addressed to successfully complete the mission.

Other features you should be excited about include three new vehicles to pilot, a car, a mech and a new hover craft called the Venom. There are now 25 weapons as opposed to 14 last time. Over the 30 multi-objective missions, you will encounter enemies and civilians with a much higher intelligence, who act and react more realistically, including the new ground troops that get out of their vehicles. Everything is also larger, the domes are massive and allow more room for dogfighting, but you can take the fight down to the streets if you want that claustrophobic feeling. All in all this is shaping up to be the *G-Police* that the first should have been. We just can't play it — the demo is getting worn out!

ON A GRAND SCALE

The domes are much larger this time, which means the buildings inside are pretty massive. Roads and ground surfaces are multi-layered; you feel even more like you are flying around a living, working city with all the complicated city planning you would find in the Hong Kong of the future.



▲ Some of the fighting will take place in these open spaces, not found in the first game. Psygnosis is looking to deliver tons of variety in every aspect of the game, including the environments.



▲ Cities will come in layers with lots of little spaces to fly through on multiple levels. Giant neon signs litter every level and add to the amazing universe that has been created for the game.

NEW TOYS

The new vehicles do a lot to break up the gameplay. The use for each is detailed in the story line, making each absolutely necessary rather than just tacked-on gimmicks. All the vehicles will feel familiar to the player when they first try them out, but it will take some time to figure out how best to use it.

► The Raptor is a mech which has jumping and gliding abilities. It is very maneuverable and easy to control, not to mention that it is a lot of fun to pilot.



▲ The Venom is the new hovercraft similar to the old Havoc. It is smaller and much more maneuverable, not to mention the fastest ship in the game.



▲ In the first *G-Police*, you could play as a car, but access to it was hidden. This time, the police car is one of the vehicles needed to finish the game.

if
you were
me

Could you stand up to the
pressure of being
named team captain?

Stick handle, wearing a
225 lb. defenseman on your
back like a sweater?

Stop blowing kisses
to the pretty girls
in the arena?

It's not so easy, is it?

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BMX-ing.



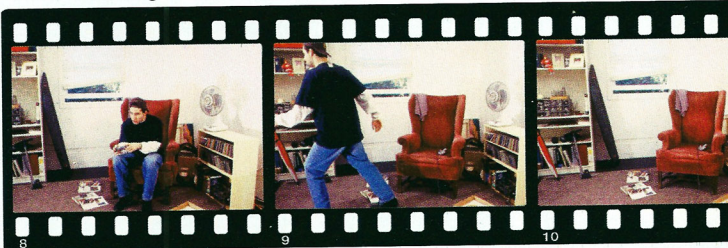
In-line skating.



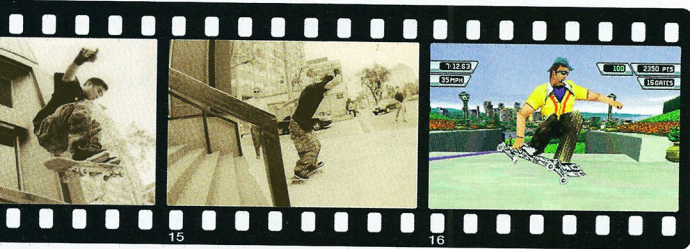
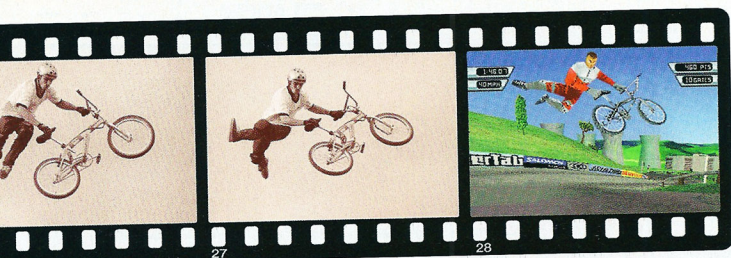
Skateboarding.



Nacho retrieving.



Huge air. Phat moves. And sick tricks. It's 3Xtreme. The completely insane freestyle racing game where you pull off more than 45 different tricks on 27 different tracks. Not only can you nail kick-flips, grinds and 720 backflips, plus hundreds of combos on



in-line skates, BMX bikes and skateboards, but you can also throw punches and jabs. Which brings new meaning to the phrase, "beat the competition." So pick it up, and remember. If you're looking for a little friendly competition, play badminton.





DRIVER

Help the bad guys escape

Developed by Reflections, which was responsible for the *Destruction Derby* series, *Driver* puts you in the role of a getaway driver working for the criminal element. The game takes place over four cities - New York, Los Angeles, San Francisco and Miami - and each city has been accurately produced down to the streets and buildings. Players will even be able to spot famous landmarks as they are racing by them.

We pretty much covered all the major aspects of these game last issue, so there isn't really anything new to talk about right now. However, we can hit you up with these brand new screenshots that show off a few of the different locations found in the game, along with a couple of the different cars.

GT Interactive should hopefully be sending us a reviewable copy of the game by the time this issue hits the stands, so be sure and look for our full report next month.

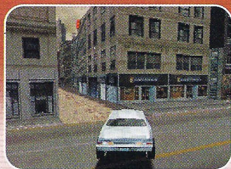
◀ It looks like Reflections still have the skill to push the PlayStation to the limit. The game maintains a high framerate and yet there is plenty of detail in the buildings and roads.



▶ Everyone knows the Mob drove muscle cars back in the '70s.



▶ Taking the corners as sharply as you can will probably help you to get away from the cops more easily.



▶ Most of cities will feature several shortcuts that you can take advantage of. The key thing here is that you have to find them.



◀ If you ever wanted to take drive in those old-school '70s muscle cars, then this game is definitely for you.

▶ Knock the cops off the road and give them a taste of your exhaust. Doesn't it feel good to be a bad guy? Sure, it does!



Publisher THQ
Developer Mirage

Release Date June
Type Billiards Sim



ULTIMATE 8 BALL

THQ takes on the pool halls

As the PlayStation continues to grow in popularity, more and more specialty games are starting to be released. The latest, which caters directly to pool hall enthusiasts, comes from THQ directly and is called *Ultimate 8 Ball*. The game will feature a total of 14 different modes, which range from standard pool to Ten Ball, and have a large variety of tables to play with. What's neat is that all of the tables are based on real-life versions. Another interesting thing about *Ultimate 8 Ball* is the fact that the devil is the last opponent you play against.

Weird, huh?

In addition, there will be a practice mode that allows players to see the path the cue ball will take before they actually hit it. This path is represented by a colored line that adjusts as the player moves the cue stick around. THQ is hoping that this feature will help both beginners and experts improve their real-life game. Does it work? We'll tell you in June.



▶ Taking on the devil is going to be pretty challenging. We hear that he is one of the best pool players in the world.



▶ Mirage has worked hard on the physics engine in order to make the gameplaying experience as real as possible.



▶ There are several different selectable camera angles so that players can find the best view for their shots.



▶ This screenshot of the practice mode should give you a decent idea of how the whole line guide system works.



▶ Each opponent you face uses a different style of table. What's neat is that each of these tables are based on real-life versions.

shred

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3XTREME

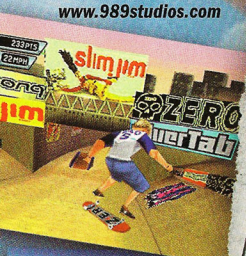


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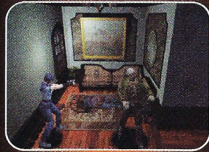
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WHAT IS SURVIVAL HORROR?

Capcom made up the Survival Horror genre because the company didn't feel that the *Resident Evil* games really fit into any existing category. Okay, so we thought the whole idea was a little goofy. But now that we've got a non-*Resident Evil* series Survival Horror game, it kind of legitimizes the new category.



▲ The original *Resident Evil* started the Survival Horror category. The goal of the game wasn't necessarily to blow everything up, but to simply survive, even if it meant running away.



▲ *Resident Evil 2* improved on the idea, with refined techniques on setting a creepy atmosphere to keep the tension level high. The game rarely let you feel safe and secure.



▲ *Dino Crisis* should hopefully continue in the tradition and provide faster, smarter monsters, along with many more horrendous moments that will make you jump.

DINO CRISIS

Capcom trades in zombies for dinosaurs

For months Capcom has hinted at the next game in its "Survival Horror" genre, a category made famous by the company's top franchise, *Resident Evil*. But after months of speculation, it turns out that this new game doesn't have anything to do with *Resident Evil* at all—no zombies, mutated monsters, none of that stuff. Instead, Capcom is shocking the world with perhaps the most unexpected "Survival Horror" villains of all—dinosaurs!

The game is called *Dino Crisis*, and is the creation of Shoji Mukami, the genius who originally gave us *Resident Evil*. The game will be unveiled on videotape at the Tokyo Game Show (look for our report next issue), and the first playable version will appear at the big E3 show in May. While the action/adventure gameplay is very reminiscent of the *Resident Evil* series, the story appears to come directly from *Jurassic Park*.

The trouble starts when a character named Professor Kirk goes to Idis Island to conduct experiments, in an attempt to create a source of limitless energy. Unfortunately, Kirk's activities catch the attention of the wrong people, who want to use the technology to make a devastating new weapon. An intense struggle follows, and the equipment is damaged. To everyone's amazement, this opens a rift in time, bringing dinosaurs through. As you can guess, much carnage ensues.

Unlike the *RE* series, you only play as one main character, a woman named Regina. She's part of a special team sent in to find Professor Kirk and get him off the island alive. You'll have to survive all kinds of dinosaurs, including massive T-Rexes and the lightning-quick Raptors, who we hear are the most vicious beasts in the game. The dinos will sometimes toy with their human prey. They can pick you up in their jaws and swing you around like a rag doll, which has the effect of knocking your weapon out of your hand. When this happens, you have to go to the inventory screen and select a new one until you can retrieve your old one.

While thinking of *Jurassic Park* doesn't exactly conjure up the moody atmospheres and creepy scenery that we're all familiar with from *Resident Evil*, Capcom assures us that this game will scare the crap out of you. There are even more "jumpy" scenes than in *RE2*, with dinos suddenly leaping out from nowhere to chomp down on you. In one scene, you're walking along when, all of a sudden, you switch to a first-person view, looking through the eyes of a raptor as it hops from



▲ If this screenshot doesn't take your breath away, then we don't know what will. We just can't wait to see this T-Rex in action.

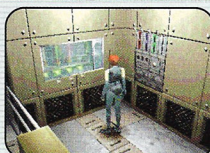
roof to roof. When it finally hits the ground, you notice that it's come up right behind you! There's even a scene straight out of *Resident Evil*, where dinos come smashing through a glass window to ambush you. You can even hear the dinosaurs' movements as they stalk you, which makes the game even more intense. Capcom is also putting a lot of effort into lighting and atmosphere effects, to create just the right mood to spook you out.

As for our new features, Capcom is keeping them hush-hush for now. However, we have heard there's a weapons-combination system in the game that builds on what you could do with items in the *RE* titles. Also, Capcom is saying that this game is definitely not for the squeamish. For example, when you take a lot of damage, you limp along leaving a trail of blood behind you, and there's even a scene where someone gets bit by a dino, and a stream of blood jets out the back of their head! Hence the "horror" in "Survival Horror".

Make no mistake, this is one of the very top titles headed our way this year. Even though we've only seen these few screen shots, you just know there's no way Capcom's A-team is going to disappoint. So keep your eyes on these pages, because Capcom has assured us we'll have new material to show you almost every month from now until the game's release this Fall. *Dino Crisis* is definitely going to be a lot of fun to look forward to!

TRUE 3-D GAMEPLAY

Unlike the *Resident Evil* games which had still, pre-rendered backgrounds, *Dino Crisis* is completely 3-D, with fully-polygonal graphics. The developers are taking advantage of this by creating lots of sweeping, creeping camera movements like you'd see in a horror movie for an example of this, check out Konami's recent *Silent Hill*. Overall, the graphics in *Dino Crisis* are said to be a step above *RE2*.



▲ Considering the fact that *Dino Crisis* takes place in a true 3-D environment, it is impressive that Capcom was able to keep the detail level so high. We guess that is a testament to the quality of their texture artists.



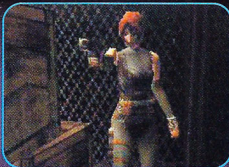
▲ Since both the monsters and the backgrounds are composed of polygons, everything seems to have a more cohesive feel. There won't be any moments where the characters look like they are posted on a pre-rendered background.



▲ Those raptors are some of the smartest dinosaurs in this game. They have no problem running away if the odds are not in their favor.

MEET REGINA

While all the *Resident Evils* have allowed you to play multiple characters, *Dino Crisis* will feature only one. Her name is Regina and she is a member of a special task force assigned to rescue Professor Kirk from Idls Island.



▲ Strong on determination and courage, Regina will do whatever it takes to finish her assignment. It seems Professor Kirk's safety rests in good hands.



▲ Who knows? Maybe Regina will grow in popularity and take over Lara Croft's position as the First Lady of action games. After all, anything's possible...



▲ Not many women would take on a T-Rex, but that's Regina for you. She loves to shoot first and then ask questions later, which we see as a good thing.



▲ There is a chance that the dinosaurs will take more damage if you hit them in the head. The zombies in *Resident Evil 1* and *2* did.



▲ Much like how the zombies grab hold and try to eat you, the dinosaurs in *Dino Crisis* aren't afraid to take a bite of the action.



▲ True to the game's roots, Regina will be pitted against multiple adversaries in many of its situations — and you can bet that the dinosaurs will be a lot more cunning than zombies.



▲ You can bet that T-Rex is going to show up whenever you least expect it. Just imagine walking around this roof, and then the T-Rex's head rises up out of nowhere.

▼ While you control the female character, Regina, it seems that this unnamed male character tends to follow you around a lot. We wonder if he is her partner.



▼ What's this? I guess I've just entered the red-light district of the game. I better keep my eyes open for any suspicious-looking characters.



The developers of *Dino Crisis* promise even more blood and violence, which is always cool in our book.



SCARE FACTOR

If the *Resident Evil* games made you jump out of your seat, then *Dino Crisis* is going to make you hide in your closet. The well-orchestrated music, coupled with dim-lighting and free-roaming dinosaurs, should help to make this game the scariest ever.



▲ Moments like this will probably cause you to have a heart attack. You're walking into what looks like an empty room. There is barely any light. And then, BAM! a Raptor leaps out of the darkness and attacks you. Man, this game is gonna rock!



▲ Here is another classic survival horror moment done even better. In the *Resident Evil* games, you normally had a dog or a Lurker smash through some glass to surprise you. *Dino Crisis* takes that to the extreme and uses a REX!



▲ Because the dinosaurs can actually chase after you, unlike those slow-as-molasses zombies, you will be running for your life, a lot.

STAR OCEAN: The Second Story

Enix's blockbuster RPG heads for US shores

As the world anxiously awaits the arrival of the seventh installment in Enix's much beloved *Dragon Quest* series (known as *Dragon Warrior* in the U.S.), SCEA has picked up the rights to bring one of the most successful RPGs of '98 in Japan for release here in the States. A sequel to *Star Ocean* on the SNES, *Star Ocean: The Second Story* follows the adventures of two characters from different worlds.

At the outset of the game, you'll be able to choose to play as one of the two characters: either a young small town girl, named Rena Lanford, or as the reluctant Earth-dwelling hero, Crowd Kenny (NOTE: Names might be changed for the U.S. version). Both characters will meet up early on in the game, but their individual stories will incorporate different events and subtle changes in each storyline. But, much like *FFVIII*, at the heart of the storyline is the development of a relationship between the two lead characters who meet in the forest during a surprise attack by a wild monster.

Crowd and his father crash land on a desolate planet during a space exploration trip from Earth, but during their journey, Crowd is accidentally sucked into a time portal which dumps him on Rena's planet. Once he does, his fateful meeting with Rena triggers a series of events which force the two to take on a journey to save the world from a monster-releasing epidemic.

► You choose to play as Rena (pictured here) or Crowd at the beginning of the game.



BATTLE IT OUT!

Star Ocean 2's innovative battle engine will have you battling it out in real-time combat, similar in feel to *Tales of Destiny*'s fighting sequences.



▲ Massive spells can wipe out single or multiple targets, depending on their positions in battle.



▲ At the beginning of Crowd's adventure, he must rely on his light gun to fight off enemies.



▲ Each character can be controlled manually or set to auto-battle, depending on how confident you are.

▼ Dungeons and mazes harbor loads of combat, as well as plenty of treasures for you to plunder.



Environments within the game range from pre-rendered backdrops in towns and dungeons to polygonal landscapes as your party travels across the different continents in the game. Characters remain sprite-based, but retain a high level of detail even at a distance from the cameras. The result makes *Star Ocean 2* similar in appearance to games like *Saga Frontier*, but with much more detail and interaction.

But the game's combat engine is the most innovative feature in the game. Using a real-time engine and 3D-ish battlefields, your party can face off against a multitude of monsters. You can only control one character at a time, but the option to place the rest of the party members in auto-battle mode or manual controls is left up to the player.

The environment can also play into the scheme of battle with explosive obstacles that can detonate when a character ignites them with a spell, as well as other interesting ways to interact with the battlefield. On top of the battle system, characters are also able to amass skill points, which can then be distributed to various types of skills which help out in learning combat moves and spells or to do other things, such as cook up special items to replenish health.

All in all, *Star Ocean: The Second Story* promises to up the ante on role-playing and should deliver a lengthy, involving quest for those awaiting its summer release this year. We'll keep you posted for more news on the game as it develops.

THE STORY SO FAR...

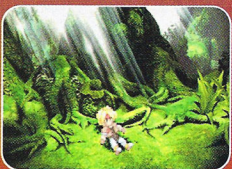
With a deep storyline and an emphasis on romance, both Crowd and Rena will have subtle differences in their individual adventures.



▲ On a space exploration trip from Earth, Crowd joins his father as a member of his crew aboard a vast space vessel.



▲ The ship veers toward a seemingly desolate planet in search of ancient technology and treasure-filled ruins.



▲ During the expedition, Crowd stumbles across an active warp portal and is transported to a foreign planet.

▼ Visiting towns and exploring the different houses and buildings is illustrated with pre-rendered screens that pack in a lot of intricate details.



YOUR ROOM IS WAITING

EVERY TOWN HAS ITS SECRETS...SOME ARE DARKER THAN OTHERS.
WELCOME TO SILENT HILL. PLEASE CHECK YOUR SANITY AT THE DOOR.
YOU'RE HARRY MASON. YOU'VE CRASHED YOUR CAR OUTSIDE OF TOWN.
YOUR DAUGHTER IS MISSING. AND SOON YOU DISCOVER SILENT HILL
IS NO ORDINARY QUIET TOWN. IN FACT, IT'S A LITTLE TOO QUIET.
PASS BETWEEN THE "REAL" WORLD AND A DEMONIC NIGHTMARISH
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ON THE EDGE OF YOUR SEAT...AND THE EDGE OF MADNESS.



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Be afraid of what it's hiding.



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find your lost daughter, before you
also lose your mind.



Friend or Fiend? is anything
what it seems in this town?



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UNLEASH THE BEAST

Werewolves are cool, but how about a were-bunny? Like in the original, *Bloody Roar 2*'s characters can transform

between human and beast forms for twice the fun and broken bones.



▲ Yugo tends to play fair in his human form, but you really don't want to make him angry...



▲...cause if you do, his wolf form is set to unleash a world of hurt and we all know that's not a good place to be.



▲ Nurse-uniformed Alice couldn't look sweeter. Now what's she doing in a fighting game?



▲ Her beast form — a pink bunny — is good for a laugh, but also packs some lethal moves.

BLOODY ROAR 2

Sony's fighting beasts are back, and there's gonna be trouble!

When you think of fighting game makers, there are those that immediately spring to mind, such as Capcom and SNK. But Hudson Soft? Though the company may not exactly be synonymous with the genre, it did surprise its aficionados in late 1997 with the release of *Bloody Roar*, a title that originally appeared in Japanese arcades running on PlayStation-compatible System 11 hardware. Now, more than a year later, the franchise returns, thanks once again to Sony.

Like its predecessor, *Bloody Roar 2* sets itself apart from a large majority of the fighting game pack by featuring characters that can transform from one form to another in the heat of battle; in this case, they're humans that change into animals. With this transformation comes vastly heightened strength and agility, not to mention new attacks. This system is regulated via a traditional power meter that, when charged past a certain point, enables players to launch into beast form. The more charged it is when utilized, the longer they stay transformed, and every hit they incur while in beast form shaves off that much more time. No matter which form they've assumed, each character has access to a large array of standard punches and kicks (executed via three attack buttons), throws, and a dizzying array of combos.

Players have 11 fighters to do battle as this time around, four of which return from the first game, while seven are new. But the additions don't stop

there. Taking advantage of programming tricks learned since the original's release, the game runs in a higher resolution (512x480 versus 320x240) and clips along at a consistent 60 frames-per-second, as opposed to the first game's 30. The result is a game that retains the full 3-D backgrounds and smooth motion-captured moves of its predecessor while moving along at break-neck speeds.

In addition to these audio-visual enhancements, the sequel introduces a number of gameplay modifications. First and foremost of these is what Hudson has dubbed the "Any Cancel" system, through which players can create their own specialized combos, as in the *Street Fighter Alpha* series. Joining this addition are a fully-fledged story mode for each character and a handy training mode. For its part, Sony is overhauling the game's opening movie and adding true analog and Dual Shock support for North American release.

Bloody Roar 2 hits shelves the same month as another anticipated fighter, *Ehrgeiz*, and will no doubt give Square's offering a good fight. As for which one will ultimately come out on top, we'll just have to wait and see.

All the characters have a distinct anime look to them.



▲ Stun doesn't mess around — he's able to lift opponents off their feet and juggle them like rag dolls.

BONE-CRUNCHING THROWS!

Whether you're in human or beast form, it's possible to pull off some truly lethal throws, grabs, and other wrestling-style attacks. Ouch!



▲ Kicking your opponent in the back isn't fair — not even in the fantasy world of videogames.



▲ Part of the challenge is determining which is more lethal: Jenny's looks, or her moves.



▲ Stun lays the smack down on Lee, thanks to this extra-nasty wrestling drop. Protect your wrists!



▲ Long's tiger form puts his foot down — literally. And those claws aren't exactly painless, either.



Yugo is definitely frightening as a werewolf! Run away! Run away!!!



▲ Everything in this sequel has been pushed through the roof, from its screen resolution to the caliber of its special effects. Awesome!

THE STORIES

Bloody Roar 2 features a complete story line for each character, just in case you like a little bit of drama with your bone-crunching brawling tougher battles.



▲ Each character's story is introduced by a detailed CG cinema...



おい、こんなところ何やってんだ
▲ ...and followed up by hand-drawn "story board" sequences. Sorry, no voice acting.

CHOOSE YOUR CHARACTER

The "more is better" motto of modern fighting games has obviously rubbed off on *Bloody Roar 2*'s developer. 11 characters in all are up for grabs, including four familiar faces from the first game.



▲ Jenny takes her cue from horror movies — she turns into a vampire bat. Now that's classy!



▲ Yugo is the closest thing the game has to a lead character. His beast form is a wolf.



▲ Alice is masquerading as a nurse to avoid detection. She becomes a rabbit when enraged.



▲ Marvel's name will be changed to Shina for the game's US release. Her alternate form is a leopard.



▲ Long is a martial arts master with major attitude. His alternate tiger form is incredibly powerful.



▲ Stun's creepy enough in his human form — the bug he transforms into is downright terrifying.



▲ Bakaryu looks a lot like Capcom's Strider, but his male form will have you humming "The Wind in the Willows."



▲ Uriko takes on the most ambiguous alternate form in the game: "Half-Beast." Guess she couldn't make up her mind.



▲ Busuzima is second only to Stun in terms of creepiness. His beast form is a slimy chameleon.



► Yes, moles can be terrifying. Check out the claws on Bakaryu!

◀ Like its predecessor, *Bloody Roar 2* features walled arenas. All the better to smash your opponents silly.



◀ Why do shape shifters always look so guilty when they get into their fur coats?

◀ Uriko's got quite a sassy attitude — even in her human form!



EVIL ZONE

Fighting made easy

When we first saw *Evil Zone*, it was easy for us to dismiss as just another fighting game, but as we delved deeper into the game, we saw that it was different enough to stand out on its own.

It starts off standard enough. You've got ten fighters, ranging from mystics to futuristically armored soldiers; the requisite versus, story and survival modes, and some decent graphics and sounds. That's where everything familiar ends, however, because the gameplay is a bit odd. Basically, there are only two buttons, attack and block, but depending on your distance and the direction you press the gamepad, you will do different moves. Some moves require double taps, but that's as complicated as it gets. Surprisingly, there still are quite a few moves to choose from, including your obligatory several hit chain combos for button mashers and your fireballs for those that grew up with *Street Fighter*, like us.



▲ The range attacks are very effective, but characters can also sidestep around them. This time, the red guy forgot to do just that.



▲ The story mode is actually pretty heavy and most of the action takes place using the in-game engine.



Throws are handled by pressing down and attack, but even these are a bit different. When you attempt a throw, a circle appears below your opponent and, if they are still standing in it after a short amount of time, you will pull off your throw.

This means you can actually throw an unwary opponent from across the screen (of course, the throw usually involves you running across to do it). There are also an array of "death" moves that can be pulled off if you charge up your power bar. You can store up to three of these moves at one time and, in a great twist of play balance, the bar you need to charge is only as long as your health bar, so if you are hurting it is possible to make a comeback.

The best part of the game is its over the top attitude. Almost every throw and special move involves ridiculous amount of missiles, magic, acrobatics or all three. Of course, the camera always jumps around during these moves to give you the best cinematic view. That way there is always something cool-looking to watch while playing.

◀ She may look like she wants to be your friend, but if you get too close, she'll toss you around like yesterday's garbage.



▲ Character designs vary wildly from psychic school-children to this Ultraman lookalike.

◀ Besides Science and Magic, there are also some characters that possess psychic powers, which they can use to pummel you.



▲ Uh-Oh! When you see the camera shift and the flashing lights start, you know you're in for a whole lot of trouble.

4 SUPER MOVES!

While the basic moves may be a tad generic, all of the super moves in the game have enough spectacle to make up for it. This is where the game really distinguishes itself.



▲ Split into four different people and pummel your enemy from all sides. It'll make you feel a whole lot better.



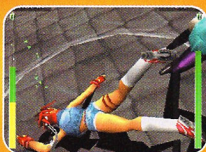
▲ As if one hit wasn't enough, this girl splits into multiple copies and then lines up to dole out some punishment.

BRUTAL THROWS

Throwing in *Evil Zone* works differently than any other fighting game we've ever played. When you do manage a grab, however, watch out, because it's going to be painful!



▲ When you are at a distance, a throw starts with a red circle under the enemy. When close up, you just grab 'em.



▲ Ouch! When you do damage in this game, it's always to an obnoxious extreme. Come to think of it, that's what makes it fun!



▲ Not only do you pick up the other character with your sword, but then you charge across the battlefield. Don't try this at home, kids!



▲ Usually, one Super move can do enough damage to even out the most lopsided of matches. Just like in real life...



Wild game, baby.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.



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TOMORROW NEVER DIES

Once again, you are Bond... James Bond

Some of you may remember reading a preview of *Tomorrow Never Dies* in last September's issue of PSM. Since then, the game has seen dramatic progress and is now headed up by none other than Electronic Arts. Black Ops is still the game's developer, though.

What is most unique about this game, aside from the James Bond license, is that it will be split up into several varying types of gameplay. You won't simply be running around and shooting everything all the time. Some of the 10+ missions will have you driving around in a Lotus Esprit, while others will have you escaping on skis or in a tank. There's also an underwater stage, taken straight from *The Spy Who Loved Me* movie.

Even with that in mind, some players may assume that this James Bond adventure will be a lot like the *Goldeneye* game that showed up on the Nintendo 64, but it isn't really. While the two games do share several similarities, *TND* is going to have quite a different feel to it. Instead of the first-person perspective, the game takes advantage of a third-person camera view that lets you see more of the surrounding area. This is especially important when you consider that a majority of the game will be spent sneaking into different locations.

There will be a multiplayer deathmatch-style mode included in *TND*, but Black Ops is still unsure of whether it will be possible for more than two players to compete at a time. A four-player version, ala *Goldeneye*, would be impressive, but it seems unlikely, due to the technical limitations of the PlayStation. That doesn't mean, however, that the developers can't pull it off.

Now, James Bond wouldn't be much of a secret agent if he couldn't pull off a bunch of cool moves, so he has been given several abilities to help him out in the game. There's the 360-tuck and roll, which makes dodging bullets easier, the dive and fire attacks and the wall sneak, which will help you get into different areas without being spotted. Bond will also be able to use a variety of

weapons and gadgets, supplied by Q.

Tomorrow Never Dies has come a long way since we first saw it at last year's E3 show. There seems to be a lot of variety in the gameplay and the multiplayer option should really add to the replay value. We just hope that EA will send us a playable version of the game soon.

▼ Taking out this communications tower is one of first objectives you will have to complete. If James Bond can't do it, no one can.



◀ Hmm... I wonder what we can do with this missile. We'll just add it to our inventory and see if Q can make a watch out of it or something.



▲ As mentioned in our earlier preview of this game, one of its high points is the vast variety of gameplay. This skiing stage is but one example of this.



▲ That's it. I'm not playing paintball with you guys anymore. You always team up on me, so I'm leaving.



▲ This behind-the-back camera angle is probably designed to give players a better line of sight when targeting enemies.

SECRET AGENT SKILLS

Being a secret agent can be tough, especially in today's competitive work force. If you don't have what it takes, you can end up being easily replaced. That's why 007 has several new techniques up his sleeve that will help to ensure his success.



▲ James turns translucent whenever he is standing immediately in front of an enemy. This lets you target them more easily.



▲ 007 has mastered the ability of circling-strafing. Now you can lock onto a target and continue to fire while still running around.



▲ Being able to duck under fire not only gives you a higher survival rate, but it may help to steady your aim.

SNIPER MODE

Much like in *Goldeneye*, *Tomorrow Never Dies* features a special Sniper Mode that will allow you to take out enemies from a distance.



▲ After zooming in on your opponent's location, line up your sights and fire.



▲ You can probably eliminate a lot of enemies in this fashion without being noticed.

NIGHT VISION GOGGLES

Among the many inventions that Q loads 007 up with, the night vision goggles are probably the most useful. There are several missions where you will need them.



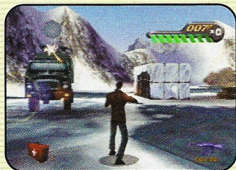
▲ During night missions, using these goggles will help you out tremendously. Without them you could run into an enemy and not even know it.



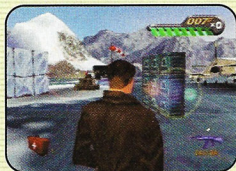
▲ What's this? Three men against one? That would be a problem for a normal man, but not James Bond, super secret agent and snappy dresser.



▲ Having to reload your weapon in the middle of a fire fight can be a dangerous proposition. Be sure and do it before you enter any hostile areas.



▲ Staying out in the open is not a smart move, especially when you have troops and vehicles looking for you.



▲ Just like *Metal Gear Solid*, *TND* will require a lot of stealth on the part of the gamer. Use objects like this wall to your advantage and stay out of sight.

► Explosion and fire effects can be created beautifully thanks to design of the game engine.



◀ Sporting a sleek Gucci jacket and matching pants is this lovely female soldier. Hey, who says that you can't be in style and a gun-for-hire at the same time?



▲ Let's hope that helicopter isn't loaded with troops. If it is, Mr. Super Spy may become super dead.



▲ Enemy troops react different depending on where they are shot. It is unknown whether head shots are more damaging.



▲ It could be just us, but getting this close to an enemy soldier seems to be ill-advised. Better have those first-aid kits handy.



▲ This scene seems to be taken straight out of the first sequence in the movie. Remember? James has to steal a plane and get out of the area before the missiles hit.

MISSION OBJECTIVES

At the start of each level, the player is given a set of objectives that must be completed before he can come back to base. During these objectives, M. will often communicate with you and give you helpful hints.



▲ One early mission is to shutdown this commo outpost. Since 007 can't carry enough explosives to destroy it, he will have to rely on air support.



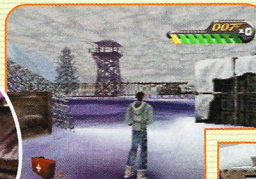
▲ So, like straight out of the Gulf War, he laser sights the target so that a fighter-launched bomb can home in on it accurately.



▲ And after that is completed, M. contacts you and tells you what to do next. It is time to go home, James.

KNOW YOUR ENVIRONMENT

The greatest strategy to use is to first check out your surrounding area before continuing on. That way, you can tell if there are going to be any traps or soldiers ahead. It also gives you an opportunity to spot places where you can hide or use as cover.



▲ Don't immediately start running forward at the start of a mission. Take a few moments and survey the area around you.

▼ If you get the chance, try to find an elevated area that gives you a good view. You can take out troops and see the level layout more easily.



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JADE COCOON: Story Of Tamamayu

Crave's latest RPG picks up some new features for its US release

With every new piece of information we receive on Crave's monster breeding RPG, *Jade Cocoon*, the game just keeps sounding better and better. Last month's issue gave players a quick overview of what the game is about, but this time we've discovered even more about the actual gameplay and monster breeding elements in *Jade Cocoon*.

The game follows the adventures of Levant, the son of a deceased Cocoon Master, whose town has recently been infiltrated by a deadly swarm of enemies. Through the ages, the village has been protected by a forcefield which has blocked enemies from attacking the townspeople, but the forcefield has suddenly been broken and Levant must now take up his father's duties in hunting and capturing monsters from the surrounding forest to help destroy the impending evil of the Onibubu. As the game progresses, players will also help Levant unravel many of the mysteries surrounding the town and the death of his own father.

During battle, Levant can capture monsters in cocoons which must then be brought back to town. In the village, his wife, Mavoo, is able to release and combine monsters in order to breed even more

► **Storing cocoons and combining monsters is the only way to get a handle on the stronger enemies in *Jade Cocoon*.**

powerful allies for Levant to use during battle. The process can be carried out for over 150 monsters found in the game, and once the player finishes the game, even more monsters—including rare ones—are released for gamers to collect. *Jade Cocoon* will also be compatible with Sony's as yet unreleased PocketStation for taming wild animals in order to use them more effectively in battle.

In addition to the new PocketStation feature in the US version of the game, Crave will also be increasing the difficulty of the game to ensure more than 40 hours of gameplay. Add these new features to the countless beautiful scenarios throughout the game, as well as distinct character designs and a lengthy, involving storyline and Crave may have a sure-fire RPG hit on its hands with *Jade Cocoon* when it releases in late July.

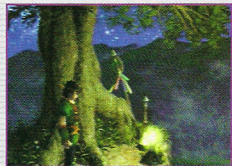
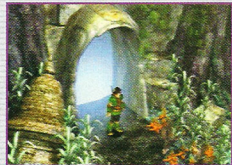


► Though still young, Levant's responsibility to his hometown places him in the position of the powerful Cocoon Master.



Each location in town is available from a menu which is accessed every time you leave a certain area or building.

► **Gorgeous backdrops and highly detailed character designs make each journey a visual treat for gamers.**



► The game's complex storyline is rich with history and background, which Levant learns through different wise men at specific locations.

► Watch out for this guy. He likes to pull practical jokes!

THE TOWNSPEOPLE

With a colorful and complex cast of characters, *Jade Cocoon* promises a deep story for RPG fans.



► Levant's wife, Mavoo, has been forced to confront many of the village problems at an early age.



► The town's matriarchal elder, Gari, has cared for Mavoo as an adopted mother since she was young.



► Kaina is also the son of the town blacksmith and is willing to help in any way he can.



► Karin, Levant's surrogate father, provides Levant with information and advice throughout the game.

MASTER OF MONSTERS



► Rare monsters will appear at random locations in the forest, so it's important to be ready to capture them.



► Having ally monsters fight for you in battle allows you to concentrate on cocooning enemies.

Summoning monsters during battle will help Levant to survive some of the game's tougher battles.

OMEGA BOOST

The Gran Turismo team tries mech combat

Considering the large number of mech games released in Japan, it is surprising that none of them have really been able to capture the feeling and excitement of a *Macross*-style space battle. Fortunately, this may change as Sony and Polyphony Magic (the developers of *Gran Turismo*) are preparing to release *Omega Boost*, the end-all be-all of mech shooters.

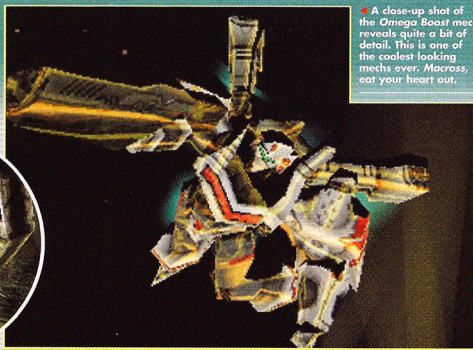
The game will be split up into a total of nine zones and each of these zones will feature two bosses, a mid and an end boss. Most often, there will be literally dozens of mechs on-screen at a time, so you can expect some pretty epic moments. Not only that, but you can relive those moments thanks to a *Gran Turismo*-style replay mode, a first for the genre.

We were only able to include five screenshots of the game with this first-look, but you expect a huge preview next issue along with tons of screenshots. Be prepared. This game is gonna rock!

▶ Players can expect plenty of spectacular lighting and particle-style effects. In fact, there are more special effects in this game than in most ILM movies.



▲ There are several different locations where battles can take place, including the depths of outer space and high in a planet's atmosphere.



▲ A close-up shot of the Omega Boost mech reveals quite a bit of detail. This is one of the coolest looking mechs ever. Macross, eat your heart out.



▲ Most of the game is one-on-one combat, but there will be a lot of instances where you will have to take on multiple mechs and battleships.



▲ All that's missing from this screenshot is the SDF-1. We have a feeling that *Omega Boost* will do for the mech game what *Gran Turismo* did for the racing game.

Publisher Activision
Developer Neversoft

Release Date Fall
Type Sports

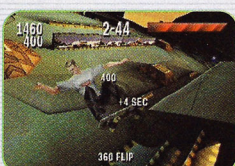


TONY HAWK'S PRO SKATER

The ultimate skating simulation



▲ There are planned to be hundreds of tricks and combos of tricks available. Hopefully you will be able to pull tricks on every surface.



▲ The skating environments look to have a flair for the fantastic judging from the background in this shot.

Tony Hawk is a skateboarding legend. He is easily the greatest vert (halfpipe and bowl) skater to ever to grace grip tape, so when we heard that he would be lending his expertise to the next skateboarding game on the PlayStation, we naturally flipped our lids. All the tricks and their variations from real skating are included, something that Tony is adamant about. We're talking involvement beyond just motion capture here!

With the massive success of EA's *Street Sk8er*, the flood of new skateboarding games was easily predicted. Thankfully



Activision, with its license will be going for a more simulation approach rather than *Street Sk8er*'s arcade approach. Promised features include a sophisticated trick and combo system that should allow for hundreds of trick variations. Environments will include freeways, malls, a congested downtown and an elementary school. All will feature lots of trick opportunities as well as secret and hard to reach areas. Controlling your own Tony on a huge half-pipe will be a dream come true for many. Two-players will also be able to compete via split-screen in several of the modes, including a brutal game of tag, something desperately needed by EA's effort.

To create a videogame based on skating has apparently been a dream of Tony Hawk's for some time now. Hopefully his vision will become reality, with all the grinds, bonelesses and kick flips of the real thing accessible with the hit of an action button.

▶ Two players will be able to play at once using the split screen mode. You will just have to look out for each other when you're on the same ramp as collisions can occur.

▲ Tony Hawk is a legend among the skateboarding community, the question remains however whether or not his Powell Peralta boards will be included in the game.

Games for the Next *Mil-Looney-um!*



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Legend Of Legaia

all the secrets

A The latest RPG to hit the PlayStation is quite a doozy. With more secrets than you can shake a stick at, Sony's *Legend of Legaia* not only packs in a lengthy quest, but also incorporates an innovative battle system that's sure

to have players punching in commands like crazy to find all the hidden "Arts" for each character. Beyond each character's battle moves, there are also countless magic spells to master and a pile of items to collect. Take all of these features and add mul-

tiple paths and even more secrets, and there's enough in the game to keep hardcore gamers busy for weeks. But fear not, PSM is here to provide you with all you need to know to master one of the biggest RPGs of the year.

Arts List

The most effective way to win a battle is to get a handle on how to use the multitude of "Arts" that each of your characters possess. But in order to use an Art, you'll need to learn it, first. There are different requirements for earning the right to use each Art, and, while most of them can be learned, others call for special elemental Books that — when read — will empower your characters to use different types of Arts.

Miracle Arts can be performed once a specific character has maxed out the length of his or her AP bar. Only then can they afford to string together the massively long list of moves. Super Arts are secret moves that are entered by stringing together a set series of moves. Once the Super Art is performed, you'll need to memorize it, since it won't show up as a "learned move" on your special attack screen. Hyper Arts can be learned only from the elemental Books that you find or receive from defeating bosses. All of the other Arts that appear on each character's lists can be learned manually, by entering in commands during battle or by having them taught to you by various characters in different towns.



Vahn

Command	Type	Name of Move	AP Cost
+++++	MA	Vahn's Craze	90
+++++	SA	Rolling Combo	66
+++++	SA	Tri-Somersault	60
+++++	SA	Maximum Blow	54
+++++	SA	Fire Tackle	54
+++++	SA	Power Slash	54
++++	HA	Burning Flare	40
++++	HA	Fire Blow	32
+++	HA	Tornado Flame	24
++++		Cyclone	24
++++		Hurricane	24
++++		PK Combo	24
+++		Spin Combo	24
+++		Pyro Pummel	24
+++		Cross-kick	24
+++		Power Punch	18
+++		Slash Kick	18
+++		Somersault	18
+++		Charging Scorch	18
+++		Hyper Elbow	18

NOTE: Super Arts moves will not work if you enter in another command after them on the AP power gauge.

SPOILER ALERT!

This guide contains many of the secrets in *Legend of Legaia* and should only be used when absolutely necessary.



Noa

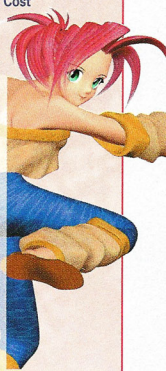
Command	Type	Name of Move	AP Cost
+++++	MA	Noa's Ark	90
+++++	SA	Love You	72
+++++	SA	Super Tempest	60
+++++	SA	Triple Lizard	66
++++	SA	Dragon Fangs	54
++++	SA	Super Javelin	48
++++	HA	Hurricane Kick	56
++++	HA	Vulture Blade	40
++++	HA	Frost Breath	32
++++		Tempest Break	36
+++		Rushing Gale	30
+++		Tough Love	30
+++		Swan Driver	24
+++		Bird Step	24
+++		Dolphin Attack	24
+++		Mirage Lancer	24
+++		Acrobatic Blitz	18
+++		Sonic Javelin	18
+++		Blizzard Bash	18
+++		Lizard Tail	18

NOTE: Super Arts moves will not work if you enter in another command after them on the AP power gauge.

Gala

Command	Type	Name of Move	AP Cost
+++++	MA	Biron Rage	90
+++++	SA	Neo Raising	66
+++++	SA	Heaven's Drop	60
+++++	SA	Back Punch x2	54
+++++	SA	Super Ironhead	54
++++	SA	Rushing Crush	54
++++	HA	Explosive Fist	40
++++	HA	Lightning Storm	32
+++	HA	Thunder Punch	24
++++		Bull Horns	30
++++		Electro Thrash	30
++++		Neo Raising	30
+++		Black Rain	24
+++		Side Kick	24
+++		Head-Splitter	18
+++		Guillotine	18
+++		Back Punch	18
+++		Ironhead	18
+++		Battering Ram	18
+++		Flying Knee Attack	18

NOTE: Super Arts moves will not work if you enter in another command after them on the AP power gauge.



MAGIC LIST

Finding and using magic in *Legend of Legaia* is a tricky thing. None of the characters has an innate ability to use magic, so therefore it must be learned. In order to learn magic, you'll need to defeat special monsters that can only be found in areas infested with the Seru mist. You can recognize these special monsters by their names, which are preceded with an Element, written in brackets on the battle screen. After you defeat one of these monsters, you may have the opportunity to absorb its powers into your Ra-Seru.

Once you acquire a magic spell, you can use it during battle. Each spell can be leveled up by using it repeatedly, which will make the spell more powerful, while occasionally increasing its effect. Make sure to try to learn all the Light Spells that enable you to heal your party. Without them, you won't stand a chance in boss battles.

Enemy	Element	Spell	Effect (by level)	MP	Target
Aluru	Light	Final Blaster	Kill or attack enemy	90	Single Enemy
Theeder	Lightning	Turning Laser	Lightning + range	24	Single Enemy
Barra	Wind	Hell Dive	Attack the enemy	85	Single Enemy
Night	Darkness	Hell's Music	Poisons Enemy	13	Single Enemy
Puero	Darkness	Dream Illusion	MP -5% (Lv. 3)	120	All Enemies
Freed	Water	Freezing Point	Lowers agility + attack	90	All Enemies
Gilium	Thunder	Space Cannon	Lowers INT + attack	160	All Enemies
Gimard	Fire	Burning Attack	Attack Enemy (3)	10	Single Enemy
Gola Gola	Fire	Fire	Burning attack	40	All Enemies
Gizem	Water	Bubble Crush	Poisons all enemies	28	All Enemies
Iota	Earth	Odd Dimension	Attack the enemy	90	All Enemies
Juggernaut Evil	Dark Eclipse	??	??	255	All Enemies

Kemaro	Earth	Canine Fangs	Piercing attack	72	Single Enemy
Mushura	Earth	Crazy Driver	Run over enemy party	60	All Enemies
Night	Darkness	Hell's Music	Kill or confuse enemy	13	Single Enemy
Nova	Wind	Violent Wind	Lowers speed + attack	48	Single Enemy
Orb	Light	Recover HP	Cures Poison (Lv. 3)	18	All Allies
			Cures Rot/Poison (Lv. 5)		
			Cures Numb/Mold/Poison (Lv. 6)		
			Cures status, partly increases AP	(Lv. 7)	
RS Horn	Light	Resurrector	??	200	All Allies
RS Jedo	Dark	Deadly Promise	??	200	All Enemies
RS Meta	Fire	Inferno	??	240	All Enemies
RS Mule	Water	Deep Avalanche	??	200	All Enemies
RS Ozma	Thunder	Voltager	??	240	All Enemies
RS Palma	Earth	Meteor Cluster	??	200	All Enemies
RS Terra	Wind	Queen Twister	??	240	All Enemies
Slippery	Water	Deadly Rain	Lowers AGI (Lv. 3)	110	All Enemies
Spoon	Light	Holy Eyes	Cures Poison (Lv. 3)	45	All Allies
			Cures Rot/Poison (Lv. 5)		
			Cures Numb/Mold/Poison (Lv. 7)		
			Cures status, increases AP		
Swordie	Wind	Sonicsizer	Attack Enemy	32	Single Enemy
Theeder	Lightning	Turning Laser	Attack + Range	24	Single Enemy
Vera	Light	Mystic Care	Cures Poison (Lv. 3)	6	Ally
			Cures Rot/Poison (Lv. 5)		
			Cures Numb/Mold/Poison (Lv. 6)		
			Cures status, partially increases AP	(Lv. 7)	
Viguro	Thunder	Plasma Storm	Attack all enemies	64	All Enemies
Zenior	Fire	Vertical Hammer	Attack enemy + range	36	Single Enemy

MONSTER STEAL/DROP LIST

Throughout the game, you'll notice that the monsters that you fight will often drop items after they are defeated in battle. To increase the chances of obtaining an item from battle, try equipping the Bronze Book on one of your characters. You may also discover that you can steal items from monsters, as well. The only way to do this is to equip the Evil God Icon accessory on someone in your party. You'll find that the items that a monster drops are not usually the same type of items you can steal with the Evil God Icon. Below is a list of what's hiding inside each monster's pockets throughout the game, so start picking those pockets!

Monster	Item Dropped	Item Stolen	Hunting Grounds
Acid Slime	Healing Berry	Silver Compass	Karisto Kingdom
Amethyst	Magic Leaf	Magic Leaf	Nivora Ravine
Berserker	Fire Book II	Wonder Elixir	Jeremi
Berserker Lv2	Miracle Water	Wonder Elixir	Rogue's Tower
Berserker Lv3	Miracle Water	Wonder Elixir	Rogue's Tower
Black Piura	Healing Leaf	Healing Flower	Snowdrift Cave
Blue Piura	Healing Leaf	Good Luck Bell	Snowdrift Cave
Boogie Pump	Fury Boost	Magic Fruit	Usha Center, Uru Mais
Caruban	Healing Bloom	Wonder Elixir	Mt. Rikuroa
Caruban Lv2	Miracle Water	none	Rogue's Tower
Caruban Lv3	Miracle Water	none	Rogue's Tower
Cel Dalias	Thunder Book III	Wisdom Water	Nivora Ravine
Cort	Magic Grail	Wonder Elixir	Jette's Fortress
Curry Devil	Door of Wind	Magic Fruit	Octam

Dark Ogre	Power Elixir	Healing Berry	Outside Jette's Fortress
<Dark> Night	Phoenix	Healing Leaf	West Voz Forest
Night Lv2	Magic Leaf	Magic Leaf	Jeremi
Night Lv3	Magic Fruit	Magic Fruit	Bio Castle
<Dark> Puera	N/A	Magic Water	Floating Castle
Puera Lv2	N/A	Life Water	Jette's Fortress
Puera Lv3	N/A	Crimson Book	Bio Castle
Dead Bone	Magic Fruit	Incense	Sol
Death Trigger	Healing Berry	Healing Berry	North Karisto
Death Wings	Antidote	Medicine	Sebucus Islands
Demon Fly	Antidote	Golden Compass	Ratayu
Devil Pump	Swift Water	Magic Leaf	Vidna
<Devil> Cort	none	Evil Medallion	Bio Castle
Dohati	Mettle Ambrand	Wonder Elixir	Dohati's Castle
Drake Ghost	Door of Light	Power Elixir	Drake Castle
<Earth> Iota	Nature Amulet	Swift Water	Rogue Tower
Iota Lv2	Spirit Talsman	Wisdom Water	Jette's Fortress
Iota Lv3	Spirit Talsman	Life Grail	Bio Castle
<Earth> Kemaro	Healing Berry	Swift Water	Sol/Ratayu
Kemaro Lv2	Healing Fruit	Wisdom Water	Conkram/Jette's Fortress
Kemaro Lv3	Healing Fruit	Spirit Talsman	Bio Castle
Mushura	Speed Elixir	Healing Flower	Ratayu, Mt. Letona
Mushura Lv2	Healing Berry	Healing Fruit	Floating Castle
Mushura Lv3	Healing Berry	Healing Berry	Bio Castle
Evil Fly	Antidote	Antidote	Drake Kingdom
Evil Shadow	Phoenix	Magic Leaf	Ratayu

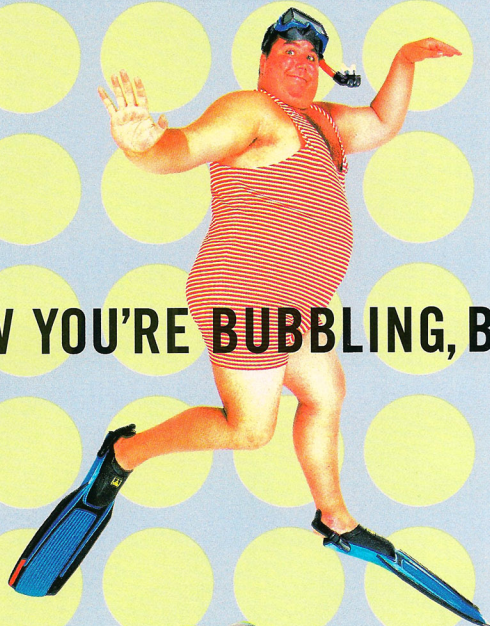
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<Fire> Gimard	Healing Leaf	Healing Leaf	Rim Elm/Drake Castle
Gimard Lv2	Magic Leaf	Healing Berry	Water Cave, Monastery
Gimard Lv3	Healing Berry	Magic Fruit	Bio Castle
<Fire> Gola Gola	Healing Berry	Healing Fruit	Fire Path
Gola Gola Lv2	Healing Fruit	Magic Leaf	Rogue Tower
Gola Gola Lv3	Magic Fruit	Magic Leaf	Bio Castle
<Fire> Zenoir	Healing Flower	Healing Leaf	Zeto's Dungeon
Zenoir Lv2	Magic Leaf	Healing Flower	Dohati's Castle
Zenoir Lv3	Magic Fruit	Healing Berry	Bio Castle
Frog	Antidote	Antidote	Drake Kingdom/Voz Forest
Garnet	Magic Fruit	Magic Fruit	Mt. Dhini
Gaza	N/A	Life Water	Sol
Gaza, 2nd form	none	Power Water	Warrior's Square
Gel Frog	Antidote	Medicine	Fire Path
Ghost Knight	Door of Light	Speed Elixir	Sol
Gi Delias	Fire Book III	Swift Water	Nivora Ravine
Giant Rat	Healing Flower	Healing Berry	North Karisto
Gobu Gobu	H. Leaf	Healing Flower	Drake King, Snowdrift Cave
Gobu Bison	Healing Berry	Healing Berry	Conkram
Goda Face	Magic Leaf	Power Water	Shadow Gate
Golem	Guardian Water	Life Water	Mt. Rikuroa
Gomboo	H. Leaf/Stolen Item	Healing Fruit	Drake Kingdom
Green Slime	Healing Leaf	Healing Leaf	Drake Kingdom
Grude	Healing Fruit	Fury Boost	Karisto
Guardian	Door of Wind	Shield Elxir	Jeremi
Heavy Grude	Healing Berry	Fury Boost	Outside Jette's Fortress
Hell's Rat	Magic Leaf	Healing Flower	Mt. Letona
Hell's Trigger	Healing Flower	Healing Flower	Sebucus
High Gomboo	H. Fruit	Healing Berry	Sebucus Islands
High Mantis	Healing Fruit	Healing Fruit	North Karisto
Hornet	Antidote	Antidote	Drake Kingdom
Ironman	Power Water	Life Water	Mt. Dhini
Jette	Miracle Water	Wisdom Water	Jette's Fortress
Kabuki Rat	Healing Bloom	Healing Leaf	Jerem
Killer Bee	Antidote	Medicine	Octam
Killer Bison	Healing Flower	Healing Leaf	Sebucus
Killer Wolf	Door of Wind	Healing Flower	Usha Research Center
King Frog	Medicine	Phoenix	Mt. Letona
Koru	Healing Fruit	none	Nivora Ravine
Lamia	Magic Fruit	Magic Water	Conkram
Lapis	Evil Medallion	N/A	Mt. Dhini
Lava Face	Magic Fruit	Guardian Water	Nivora Ravine
<Light> Aluru	Power Elixir	Healing Fruit	Dohati Castle, Sol
Aluru Lv2	Healing Berry	Magic Leaf	Nivora Ravine
Aluru Lv3	Healing Fruit	Magic Fruit	Bio Castle
<Light> Orb	Magic Leaf	Healing Flower	Octam
Orb Lv2	Healing Bloom	Healing Bloom	Vidna
Orb Lv3	Magic Fruit	Healing Fruit	Bio Castle
<Light> Spoon	Healing Berry	Magic Water	White Shield/HealSol
Spoon Lv2	Healing Berry	Life Water	Rogue/Jette's Fortress
Spoon Lv3	Healing Berry	Life Grail	Bio Castle
<Light> Vera	Healing Leaf	Healing Leaf	Mt. Rikuroa/Voz Forest
Vera Lv2	Healing Flower	Healing Flower	Zeto's Dungeon
Vera Lv3	Healing Fruit	Healing Berry	Bio Castle
Lip Kid	Magic Leaf	Lipian Flute	Vidna/Ratayu
Lip King	Lipian Flute	Lipian Flute	Mt. Letona
Lipian	Medicine	Lipian Flute	Drake Kingdom, Voz Forest
Lu Delias	Wind Book III	Magic Water	Nivora Ravine
Luifer	Magic Fruit	Magic Water	Nivora Ravine
Mad Bird	Fury Boost	Spikefish Flute	Underground/Fire Path
Mad Golem	Healing Berry	Magic Water	Conkram
Mad Mantis	Healing Bloom	Healing Flower	Octam
Mad Ogre	Power Elixir	Healing Fruit	Sebucus
Mage	Magic Fruit	Magic Leaf	Sol
Medusa	Magic Leaf	Wisdom Water	Sol
Moldy Worm	Medicine	Phoenix	Mt. Rikuroa
Mush Mush	Medicine	Healing Shroom	Fire Path
Mushrin	Healing Shroom	Healing Shroom	East Voz Forest
Mushroom	Healing Shroom	Healing Shroom	Snowdrift Cave
Neo Bison	Healing Fruit	Healing Flower	Mt. Dhini
Neo Grude	Healing Fruit	Fury Boost	Nivora Ravine

Nightmare	Magic Water	Door Of Wind	Conkram
Nurga	Magic Leaf	Wisdom Water	Uru Mais
Oak Slime	Healing Bloom	Healing Flower	Sebucus Islands
Ogre	Power Elixir	Healing Bloom	Sebucus
Ostrich	Healing Leaf	Healing Leaf	Drake Kingdom
Poisonous Worm	Antidote	Medicine	Sebucus
Pump Bat	Phoenix	Healing Leaf	Mt. Rikuroa
Queen Bee	Antidote	Phoenix	South Karisto
Red Flura	Healing Leaf	Healing Leaf	Snowdrift Cave
Rock Lizard	Healing Fruit	Guardian Water	Nivora Ravine
Rogue	N/A	Guardian Water	Rogue's Tower
Scale Lizard	Door of Wind	Swift Water	Outside Jette's Fortress
Shade	Magic Fruit	Magic Fruit	Sol
Skeleton	Magic Leaf	Incense	
Skull Knight	Magic Leaf	Incense	Ratayu
Songi	Thunder Book II	Wonder Elixir	Mt. Letona
Songi (Red Hair)	Mettle Ring	Wonder Elixir	Zeto's Dungeon
Songi (Seru)	none	Magic Water	Seru-Kai
Sorcerer	Magic Fruit	Magic Fruit	Buma
Speed Wolf	Swift Water	Healing Berry	North Karisto
Spike Fish	Healing Flower	Spikefish Flute	Jeremi
Stone Lizard	Healing Fruit	Power Water	Fire Path
Terror Face	Healing Fruit	Swift Water	Floating Castle
Tetsu (2nd form)	none	none	Rim Elm (After Cort)
Thermo	Magic Fruit	Wisdom Water	Floating Castle
Giium	N/A	Power Water	Jette's Fortress
Giium Lv2	N/A	Guardian Water	Noaru Valley
Giium Lv3	N/A	Wonder Elixir	Bio Castle
Theeder	Healing Leaf	Magic Leaf	Snowdrift Cave
Theeder Lv2	Magic Leaf	Magic Leaf	Monastery, Mist Generator (NW of Biron Monastery)
Theeder Lv3	Healing Flower	Magic Fruit	Bio Castle
Viguro	Golden Compass	Wonder Elixir	Ratayu/East Voz Forest
Viguro Lv2	Healing Fruit	Healing Fruit	Ratayu
Viguro Lv3	Healing Berry	Healing Berry	Bio Castle
Topaz	Magic Fruit	Wisdom Water	Floating Castle
Twin Tomb	Healing Bloom	Healing Leaf	East Voz Forest
Van Saryu	Lost Grail	Wonder Elixir	Ratayu Castle
Veria	Magic Fruit	Phoenix	Vidna
Wailing Bird	Healing Fruit	Spikefish Flute	Buma
Warfish	Medicine	Incense	Nivora Ravine
Warhalf	Healing Flower	Door of Wind	Sol
Warman	Healing Flower	Door of Light	Underground Octam, Fire Path
<Water> Freed	Magic Leaf	Healing Fruit	Fire Path
Freed Lv2	Medicine	Magic Leaf	Usha Research Center, Uru Mais
Freed Lv3	Medicine	Magic Fruit	Bio Castle
<Water> Gizam	Antidote	Healing Leaf	Water Column, Vest Voz Forest, Zeto's Dungeon
Gizam Lv2	Healing Fruit	Magic Leaf	Shadow Gate
Gizam Lv3	Healing Berry	Magic Fruit	Bio Castle
Slippery	Door of Wind	Power Water	Conkram
Slippery Lv2	Lost Grail	Guardian Water	Rogue Tower
Slippery Lv3	Lost Grail	Magic Grail	Bio Castle
<Winds> Barra	Door of Wind	Life Water	Floating Castle, Rogue Tower
Barra Lv2	Magic Fruit	Power Water	Jette's Fortress, Noaru Valley
Barra Lv3	Healing Fruit	Guardian Water	Bio Castle
<Wind> Nova	Healing Berry	Healing Leaf	Fire Path
Nova Lv2	Shield Elxir	Healing Flower	Dohati's Castle
Nova Lv3	Healing Fruit	Healing Fruit	Bio Castle
Swordie	Speed Elixir	Healing Flower	Jeremi/Dohati's Castle
Swordie Lv2	Healing Berry	Healing Bloom	Vidna
Swordie Lv3	Healing Berry	Healing Fruit	Bio Castle
Wolf	Phoenix	Healing Leaf	Sebucus
Worm	Antidote	Antidote	South Karisto
Xain	Wind Book II	Wonder Elixir	Fire Path
Zeto	Silver Compass	Wonder Elixir	Zeto's Dungeon
Zora	N/A	Swift Water	Floating Castle

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Among the most important items in the game are the different accessories that can be found or bought. Certain accessories enable you to do certain things you couldn't do otherwise, while others increase different stats of those in your party. By obtaining the Platinum Card from the Disco Club in Sol, you'll have even more choices of accessories when shopping at certain merchant stands throughout the land of Legalia. As well, below is a list of what accessories can be bought, found or traded for in which towns or dungeons. Accessories are always an RPG player's best friend, so make sure to pick up as many as you can!

Key to Accessories List:

- R1 = Rimm
- T = Traveler's Spring
- D = Drake Castle
- B1 = Bron Monastery (underground)
- W = Water/Wind Cave
- J = Jeremi
- S1 = Upper Sol
- V = Vidra
- UO = Octam
- B2 = Burma
- S3 = Soren
- K = Karisto Station
- R2 = Lower Sol
- O = Octam
- U = Ustra Research

NOTE: When you get your claws on one of the *Re-Serf Eggs* scattered throughout the game, make sure to bring it to Zalan in Jeremi. Since they resemble jewels, Zalan can work them into accessories which are sure to give you defensive boost or even new spells, whenever you need it.

Name	Acquire	City	Shops	Effect	Found
Acure Jewel	V		R1, T, D, B1, W	Increase LDF 20%	East Voz Forest
Bed/Luck Ball	UR		None	Increase enemy encounter	
Bronze Box	UR			Increase chance of acquiring items after battle	
Burning Jewel	B1, W, J, UO			Increases defense vs. Fire	Zeno's Dungeon
Chicken Guard	R2			Opponents can't run	
Chicken Heart	B			Increase chances for escape	Darpest/Dohati Castle
Chicken King	n			Escape from battle 100%	Muscle Dome
Chicken Safe	R2			Increases defense/escaping	
Crimson Book				Earn 3X Experience	Bo Castle
Cure Amulet	R1, O, W			Nullify all venom attacks	East Voz Forest
Dark Stone				Increases defense vs. Dark	West Voz Forest/defeat-ing Sen/Kai
Dark Talisman				Increases defense vs. Dark	Zalan (From Dark Stone)
Deep Sea Jewel	B1, W, UO			Increases defense vs. Water	West Voz Forest
Defender Chain	T, D, W			Increases rate of successful blocks	
Earth Jewel	B1, W, UO			Increases defense vs. Earth	East Voz Forest
Earth Egg	S1			Increase defense vs. Earth	Sol Slot
Earth Talisman				Increase defense vs. Earth	Zalan (From Earth Egg)
Ebony Jewel	UO, O			Increase defense vs. Dark	none
Evil God Icon				Steals items after attack	Sol Sky/Floating Castle
Evil Medallion				Character goes berserk in battle	Laps/Devil Court
Evil Talisman				Decrease enemy encounters	Seryu
Fire Droplet				AP always at 100	Uni Mais
Forest Amulet	V			Nullify all rat attacks	Sky Gardens (Jeremi)
Gold Book				Increase gold obtained after battle 25%	Sol
Golden Compass	W, J, V		T	Increases surprise attacks	Vguro
Good Luck Bell				Decrease encounter rate	Mt. Dhini
Guardian Chain				Increase successful attacks	Fire Path/Rogue's Tower
Guardian Ring	R2, S1			Increase LDF & UDF 20%	Vidra Slot/Jeremi
Ivory Book	UR			Increases magic accual	Drake Kingdom/Ranyu
Life Amband				Increase max HP 25%	Sol/Absolute Bio Castle
Life Grail				Recover 200HP every turn	Fishing (Burma)/Sol Warehouse
Life Ring			R2, S1	Increase max HP 10%	Ancient Path/Treasure Chest

Light Source	K	Recover HP when walking	Karisto Station
Light Egg		Increases defense vs. Light	from Cara
Light Talisman		Increases defense vs. Light	Zalan (from Light Egg)
Lost Gail		Recover Max HP after O	Sol Slot/Conkram/Absolute Fortress, Bo Castle, Van Seryu/Sloppy L2/Sloppy L3
Luminous Jewel	UO, O	Increases defense vs. Light	
Midnight Jewel	UO, O	Increases defense vs. Thunder	
Magie Amulet	J	Nullifies all curse attacks	West Voz Forest
Magie Amband		Max MP + 25%	Rogue's Tower/Bo Castle
Magie Gail		Recover MP after every turn	Fishing (Burma)/Uni Mais/Cort
Magie Ring		Max MP + 10%	Sol/Wind/Floating Castle
Magie Source	K	Restore MP when Walking	Karisto Station
Meis Pendant		Increase max HP 10%	Rim Elm (for Bo Castle)
Mettle Amband	B	AP accual 25%	Fishing (Vidra)
Mettle Gem		Consume 50% less AP	Nivora Ravine/ritsu
Mettle Gilet		AP always at 100	Bo Castle
Mettle Ring	V, UO, O, R2	Increase AP accual 10%	Song in Zeno's Dungeon
Mine's Ring		Restore AP when walking	Karisto Station
Nature Amulet	S1	Increase Max HP 25%	Conkram (Past)
Nemesis Jewel		Nullify all numb attacks	Ida
Power Ring	R2, S1	Increase enemy encounters	King Nakular and Queen Minea
Pure Amulet	J, V	Increase ATK 20%	Fishing (Vidra)/Mt. Letona
Rainbow Jewel		Increase defense/elements	Nivora Ravine/Absolute Fortress
Re-Seru Egg		Increases defense vs. Thunder	West Voz Forest
Scarlet Jewel	2500/750	Increase UDF 20%	Mt. Rikura
Seru Flame		AP accual up 25%	King Nakular
Silver Compass	W, J, V	Decrease ambushes	Ancient Wind Cave/Zeno
Slowness Chain	R2	Get the last turn in battle	Octam Mayor
Speed Chain		First turn in battle	Sol (Disco King)
Spirit Jewel	S2	Increase SPD 20%	Jeremi
Spirit Talisman		MP consumption decreased 25%	Sol, Nivora Ravine/Conkram (Present)
Star Pearl		Consume 25% less MP	Fishing (Burma)/Ida LV2
Stone Amulet	S1	Consume 50% less MP	Ida LV3
Target Chain	T, D, W	Increase rate of successful hits	Jeremi
Tempest Jewel	B1, W, UO, O	Increases defense vs. Wind	Zenos' Dungeon
Unholy Icon		Penetrates an enemy's defense	Mt. Dhini, Absolute Fortress
Victory Ring	K	Increase AGI 20%	Sol Slot
War God Icon		Attack twice in battle	Fishing (Vidra)/Muscle Dome
War Soul		Increase Hyper Art attacks	Vidra Slot, Dohati Castle
Warrior Icon		Counterattack at set rate	Nivora Ravine
Water Egg		Increases defense vs. Water	Absolute Fortress
Water Talisman		Increases defense vs. Water	Fishing (Burma)
Wisdom Ring	S2	Increase defense vs. Water	Zalan (Water Egg)
Wonder Amulet		Increase INT 20%	Mt. Letona
Yurna's Ring		Nullifies all abnormal status	Sol, Mt. Dhini, Absolute Fortress
Zalan's Crown		Increase max MP 10%	Vidra (from Pepe)
		Increase AP accual 10%	Jeremi (from Zalan)



► *Legaia's* unique combat system makes every battle a test of your strategy techniques. You'll miss flying enemies if hit low, and ground enemies won't incur damage from high hits.

COMPLETE ITEMS LIST

Like any good RPG, *Legend of Legaia* contains a huge number of items, common as well as rare. Most items can be found in chests while exploring the land, while other can be bought at the local store in town—but others cannot be obtained through regular play. Some of them will only be available by winning enough Coins from the Muscle Dome in Sol, while others are trade items available from fishing at the local watering hole.

Name	Cost	Description	Where bought
Antidote	40	Cures Venom status	Shop
Camera Stone	100	Stone that takes pictures	Merchant (Vidna)
Deluxe Rod			Muscle Dome Prize
Door of Light	200	Teleports party out of dungeon	Shop
Door of Wind	200	Teleports party to town	Shop
Fertilizer		Used for Bridge Grass	West Voz Forest
Fire Book I		Hyper Move book for Vahn	Drake Castle
Fire Book II		Hyper Move book for Vahn	Barserker
Fire Book III		Hyper Move book for Vahn	Gi Dellias
Fury Boost		Lengthens AP for one battle	Field
Genesis Seedling		Seeding of a Genesis Tree	Sol (Biron monastery)
Gold Card		Membership card to Sol Disco	Muscle Dome trade-in
Guardian Water		+4 Defense	Field
Healing Berry	3000	Max HP	Shop, Field
Healing Bloom	600	+200 HP All Allies	Shop

Healing Flower	400	+800 HP	Shop, Field
Healing Fruit	2400	+800 HP All	Shop, Field
Healing Leaf	100	+200 HP	Shop, Field
Healing Shroom	60	+200 HP	Field
Heavy Lure	1000	Deep Waters fishing aid	Shop, Vidna (on beach)
Honey		+4 All Stats	Rim Elm (tree)
Incese		Lowers encounter rate	Field
Legendary Rod		A fishing rod that makes miracles	Usha Research Center
Life Water		+16 Max HP	Field
Light Lure	200	For fishing in Shallow Waters	Shop, Vidna (on beach)
Lipian Flute		Call Lipian	trade item Buma
Magic Fruit	5000	+200 MP one ally	Shop, Field
Magic Leaves	1000	+50 MP one ally	Shop, Field
Magic Water		+8 Max MP one ally	Field
Mary's Diary		Hyper Art Book	Sol (Warrior's Square)
Medicine	300	Cure all abnormal status	Shop, Field
Miracle Water		+4 All Stats	Field
Muscle Score		Cara & Grantes' "song"	Buma (Cara)
Normal Lure	500	For fishing in Normal Waters	Shop, Vidna (on beach)
Old Rod		Old fishing rod	Vidna (man on beach)
Phoenix	1600	Resurrect Ally in battle	Shop, Field
Platinum Card		Shop for more items	Sol Disco prize
Point Card		5% of purchase accounted for	Rim Elm (shop)
Power Elixir	1500	Increased Attack during one battle	Field
Power Water		+4 Attack Pwr	Field
Queen's Swimsuit		For Photo Op	Sol Disco prize
Ruins Key		A key to Uru Mais	Usha Research Center
Shield Elixir		Increased Defense/one battle	Field
Soren Flute		Calls the Soren	Buma (Grantes)
Soren Secrets		Hyper Art Book	N/A
Soru Bread	6000	The Sages' favorite food	Shop, Muscle Dome
Speed Elixir	1500	Increases Speed for one battle	Field, Shop
Spikeshift Flute		Call Blowfish	Fishing trade-in (Buma)
Spring Salts		for Octam mayor	Vidna
Swift Water		+4 Speed	Field
Thunder Book I		Hyper Arts book for Gala	Zeto's Dungeon
Thunder Book II		Hyper Arts book for Gala	Songi (Letona)
Thunder Book III		Hyper Arts book for Gala	Che Dellias
TimeSpace Bomb		For blowing up Koru	Usha Research Center
Water Key		Open Water Gate	Drake Castle
Weed Hammer		For smashing weeds	East Voz Forest
West Ratayu Key		Open West Gate	Ratayu (mayor)
Wind Book		Hyper Arts book for Noa	Water Gate
Wind Book II		Hyper Arts book for Noa	Xain
Wind Book III		Hyper Arts book for Noa	Lu Dellias
Wisdom Water		+4 Int	Field
Wonder Elixir		Increases all attributes (one ally)	Field
Zalan's Letter		For Pepe	Jeremi (Zalan)

FISHING SECRETS

Make sure to bone up on your fishing skills at both the Buma and Vidna fishing holes. While the Buma fishing spot has a better variety of fish, both have different items for trade. But make sure to pick up the Legendary Rod from one of the scientists sitting at a table in the Usha Research Center after you've bombed Kula, so you can use it to grab the Water Egg from the fishing spot in Buma. This is the only way to get the Ra-Seru Water spell if you take the egg to Zalan in Jeremi. Practice your skills by entering different button combinations while fishing, and you'll be sure to pick up new, bigger fish once you master the technique.



► You'll catch bigger and better fish the more you practice. It might be nice to have the Legendary Rod, too.



► Boss fights will truly test your battle strategies. Timing and preparation are key.

EVEN MORE SECRETS

Even if you think you've found everything that can be found in *Legend of Legaia*, you'll be surprised to discover that there's even more!

In the Beginning

Make sure to visit the woman weeping in the Shop in Rim Elm right after the Mist invades the town. Don't equip the Ra-Seru on Vahn, just yet! If you manage to talk to her at the right time, she'll stock you up on Healing Leaves for your journey!

Getting the Honey

Find the Honey hidden in the tree near one of the windmills in Rim Elm. When you find it, you'll be attacked by the hive's angry inhabitants, but once they're defeated, you'll get the Honey! Make sure to use the Honey to increase all of your stats by four, BEFORE you talk to



▲ Use the honey as soon as you get it, or it will end up in one of Nene's cakes!

your little sister, Nene. If you don't, she'll snag the item from you in order to "bake a cake."

Noa's Education

Once you revive the Genesis Tree at Mt. Rikuroa, you'll be able to do a little shopping in the front courtyard of Drake Castle. At this time, Noa will ask you a string of questions concerning merchants and money. Remember that she's been raised by a wolf all this time, so everything is new to her.

When she sees all the shops, she'll run around to each one and ask you a question. When she asks you what money is, make sure to choose the answer: "I don't know." You'll receive the Fighting Robe for Noa, free of cost. If you answer at least two of the questions correctly, you'll pocket ten Healing Leaves. If you fail the test, you'll receive a Magic Leaf. It's almost a win-win situation, no matter what.

The Point Card

After you've left Rim Elm, once, make sure to revisit the second story of the Shop in town. There's a drawer that was locked in the top room, which will now be conveniently left open. Pick up the Point Card inside and you'll now have one of the coolest items in the game.

Every time you buy an item or sell/trade a special item, you'll receive 5% of what the exchange is worth allocated to the Point Card. What this does is give you an effective tool in battle. Use the Point Card during an especially tough boss and you'll do an extraordinary amount of damage during the turn. If you have a lot of points on your card, you can actually do 9,999 HP of damage to the enemy, but once the points

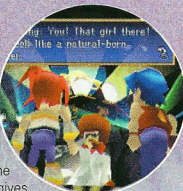


▲ Think of the Point Card as kind of an RPG Discover card.

are used in battle, they're deducted from the total on the card. Try to buy and sell trade items as often as possible to make out your card and every boss will be a cakewalk! You can even defeat the end boss in a mere three turns!

Disco Prizes

Once you win the dance contest at the Disco Club in Sol, Noa will receive either the Platinum Card or the Queen's Swimsuit, depending on your score. The Queen's Swimsuit gives you the chance to snap a shot of Noa wearing it, if you happen to have the Camera Stone in your possession.



▲ Disco's not dead; at least not in this game!

If you score a high enough amount of points during your practice session with the Disco King at the club, he'll give you a free Speed Chain which gives you the first turn in every battle if you have it equipped.

Level 99

Once every character in your party has been maxed out to level 99, make sure to revisit Ratayn and speak with Sanyu. He'll give you a key which allows you to enter the basement in the castle. You'll be able to access the Juggernaut room, where you fought Sanyu earlier in the game. You'll find the Evil Talisman in the room, which, when equipped, allows you cast one of the more rare spells in the game: The Juggernaut.

Caring for Mei

Once the mist arrives during the beginning of the game in Rim Elm, make sure to stop by Mei's house when you're asked to gather up the citizens. She'll return the favor by giving you Mei's Pendant before you leave town for the first time. The pendant is actually an accessory that increases your Max HP by 10%, and unless you show a little consideration for Mei at this time, she won't give it to you until the end of the game, otherwise.

The Ra-Seru Spells

Before you rush off to the final battle, make sure to learn each and every Art move for each of the three characters in your party. Once you do, return to each of the individual Genesis Trees where each party member received their Ra-Seru. Gala must return to the East Voz Forest; Noa must revisit Mt. Rikuroa, and Vahn must stop by the Genesis Tree in Rim Elm. If you do, all of them will learn new spells that are special to the Ra-Seru they have equipped!

The Dark Stone

Toward the end of the game, after you've defeated the final form of Songi, make sure to return to the West Voz Forest. Examine the base of the once-withered Genesis Tree to find the Dark Stone waiting for you to pick up. Take the Dark Stone to Zalan in Jeremi and he'll fashion it into an accessory called the Dark Talisman. By equipping it, you'll now be able to cast one of the most powerful spells in game: Dark Ra-Seru Jedo!

The Hidden Boss Fight

Once you reach the peak of Mt. Dhini and visit the Soren Camp, you can return to the tip of Mt. Dhini at anytime to discover the hidden boss, Lapis. But beware, this ain't no free ride! Lapis is tough, quick and likes to use a spell which depletes your party members' MP meters to zero. But, once you do defeat Lapis, you'll receive the Evil Medallion which, when equipped, sends the specific character straight into Berserker mode. While you can't control the character with the accessory equipped, that character can strike up to 15 times with Arts moves in set intervals.



▲ Lapis, the hidden boss, likes to hide out on top of Mt. Dhini.

The Vitality Ring

When you first arrive at the Karisto Station, you'll be able to pick up a Travel Kit from the Honest Person's



▲ Paying for a Travel Kit now could pay off very handsomely in the future!

Stand either for free or by paying 3,000 gold. If you find the 3,000 gold at the base of the tree near the stand, pay up. Return to the stand once the mist is cleared from Karisto and the merchant who owns the stand

will have returned. If you were honest and paid the fee, he'll give you the Vitality Ring for your virtuousness.

Muscle Dome Extras

Beyond the trade items that are available from the Muscle Dome in Sol, you'll also be able to pick up a few extra goodies if you're clever. To get the War God Icon, beat the Master Course. If you chicken out and run away from the very first match of every single course offered, you'll be able to receive the Chicken King accessory which allows you to escape from battle 100% of the time.



▲ If you run away now, you'll receive the Chicken King accessory. Cluck!

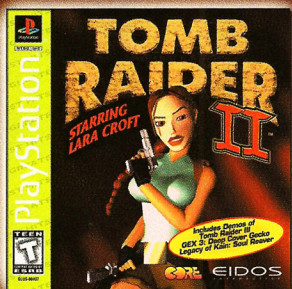
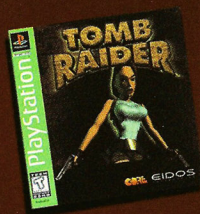
▲ Use your Point Card to take down bosses like Zolo in a matter of a few turns!

▲ Remember that Gala's slow speed allows him to strike last in most battles.

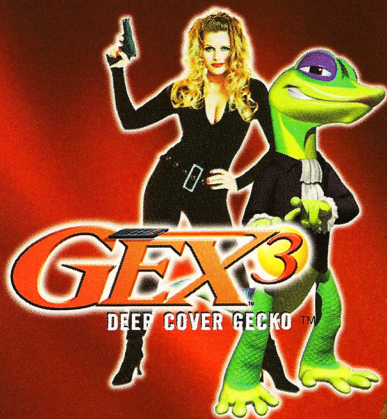
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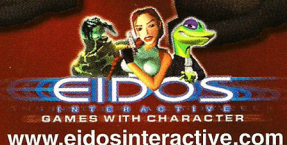
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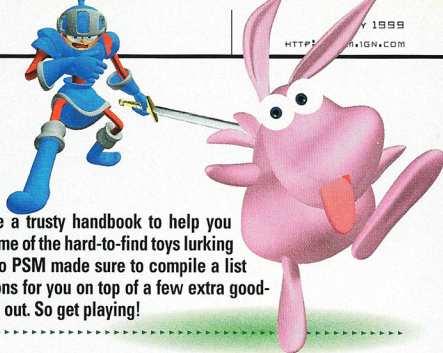


Guardian's Crusade

living toys handbook and more

One of the cutest, quirkiest and most innovative RPGs to surface so far this year, *Guardian's Crusade* not only packs in a lot of breeding sim elements into its gameplay, but also a lengthy quest to find each and every one of the 70 Living Toys. You'll most likely end up losing sleep if

you don't have a trusty handbook to help you track down some of the hard-to-find toys lurking in the game, so PSM made sure to compile a list of their locations for you on top of a few extra goodies to help you out. So get playing!

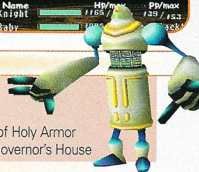


get all the living toys!

Throughout the game, you'll be able to pick up items called Living Toys. By doing so, you'll be providing yourself with an invaluable set of spell-casting allies. There are 70 in all, and some of the best Living Toys with the most powerful spells are among the most difficult to find. It's not always easy to find some of the more well-hidden Living Toys in *Guardian's Crusade*. Below is a list for you to hunt down each and every toy.



Toy Name	Attack	Description	Where to Find it	Notes
Angel	Life Light	Heals party greatly with bright light	Kuldo Ruins	-
Assassin	Machine Gun	Blows an enemy away after 3 turns	Castle Ryan	-
Avalanche	Mega Stone	Causes Earth damage with Stone Attack	Rogo's Tunnel	Must get all four pieces of Holy Armor
Baron	Damage View	Gives Gold equal to 1/10 damage taken	Zed Harbor	Search the chest in the Governor's House four times
Championo	Death Blows	Takes half PP, inflicts PPx10 damage	Garam	Pick it up in the Cult Shrine after defeating Artema
Cheergirl	Go! Go!	Cheerleading boosts offensive power	Zed Harbor	Gargoyle inside
Classique	Sleepy Song	Puts both sides to sleep	Castle Ryan	After defeating Wartusk at the dock, talk to the Governor
Clency	Twinkling	Refreshes HP with glimmering wand	Kuldo Ruins	-
Confuso	Berserk	Confuses everyone	Castle Ryan	-
Contributor	Money Hurts	Inflicts damage with 20 gold pieces	Isten	-
Cupid	Life Arrow	Heals party a little	Cave of Fear	Find it inside Richten's House only after defeating Darkbeat
D'Artagnan	Lance	Causes heavy damage with silver spear	Trisken	-
Dea' Bomb	Explosion	Explodes in 3 turns; defensible	Kell	Given to you by Kalkanor if you beat the Holy Dragon in Kisa Canyon before getting Solomon's Ring at the North Tower; (OR) you can receive it after defeating the Holy Dragon after you get Solomon's Ring
Dark Cross	Dark Spell	Eliminates everyone's Light	God's Tower	Found in Storage Room after beating Mushroom
Dark Postie	Dark Wave	Causes Darkness damage on both sides	Orgo	Received after defeating Anzo
Ditchmobile	Acceleration	Raises Agility	Jungo	In Wooden Box at Algo's House as the Dusty Toy
Downer	Viral Dust	Reduces Offensive and Defensive power	North Tower	A gift when you name the new baby
Dr. Gas	Poison Fumes	Poisons both sides	Castle Ryan	-
Dr. Snooze	Sleep Bubble	Puts one side to sleep	Trisken	After passing Recruiter's Test; (OR) received after defeating all of the Artema Monsters
Draken	Hatchet	Steals half the HP's of both sides	Nord Temple	-
Foreman	Drill Attack	Causes damage with hand drill	Kuldo Ruins	-
Freakz	Fear All	Scares everyone	Castle Ryan	-
Frooze	Freeze	Turns enemy into block of ice	Pengui	Examine the snowman near town
Frostall	Freeze All	Freezes everyone	Nord Temple	-
Gabriel	Holy Light	Fully heals party with intense light	Holy Shrine	Given to you by Aruvin
Generosity	Reward	Offers surprise gift if you win	Trisken	A gift from the King
Goldrush	Axe Hack	For 2 PP, sometimes he'll find gold; Causes damage with his trusty pickaxe	Carmanthen	In Chest in Coal Mine
Heal Bat	Bloodsucker	Sucks HP from enemy and heals Knight	Zed Harbor	Found on bookshelf at the Cult Shrine
Hobo Joe	Pickpocket	Steals items from the enemy	Kerpel Dungeon	-
Holy Cross	Holy Chant	Eliminates all Darkness	God's Tower	Receive after beating Lanzo
Hornet	Poison Sting	Poisons one target	Denvarado	Can only pick it up after buying Record
Insectofly	Down Slime	Lowers Defense with sticky liquid	Den Hedlar	Citizen throws it at you after knocking on his door
Jupiter	Light Spell	Causes Light damage to both sides	Orgo	Formerly the Rusty Toy in barrel at Algo's House



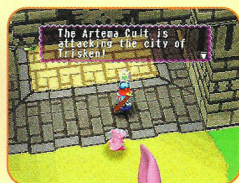
Toy Name	Attack	Description	Where to Find it	Notes
Kimono Legend Mapster	Blessing Legend Dash Globe Attack	Restores some HP with magic light Professor's Zepetto's last masterpiece Displays World Map while outdoors; Spins violently into enemy during battle	Isten Zepetto's House Coastal Inn	In Chest behind logs Must have all Living Toys to pick it up Given to you by Bonik after you talk to Amos
Marilyn Mermaid Mi Armour Minicar	Flower Power Blue Twister Guard Dust Ram	Uses her beauty to fully restore HP Water cyclone causes water damage Adds Defensive power Rams target, knocks it out of combat	Isten Penguini Jungo Zed Harbor North Tower	Given to you by Marco & Carmen after their wedding Given by Penguin at fishing hole At top of Lighthouse In Chest at docks
Mossman Mr. O'Neal Mudsy Ninja	Mold Down O'Neal Stick Slow Mud (Various Attacks)	Lowers Offense with Mold attack Uses baton as lethal weapon Lowers Dexterity Uses secret Ninja moves	Kell Kerple Kisa	Received after beating Mushmare In Chest behind Chief Canyon Cave
Nurse Peacemaker	Energy Boost (Unknown)	Revitalizes your HP with an injection -	Orgo Orgo	Cute Toy found in the Water Wheel House After you've collected all of the Living Toys, spend the night at Knight's house in Orgo
Phoenix Pippanic Psychodoc Pyro	Hoot Flames Panic Siren PP Shot Fireball	Returns party and enemy to normal Confuses one target Turns 20 of KNIGHT's HPs into PPs Causes fire damage	Cave of Fear Kerple Dungeon Kuldo Ruins San Clara	- - - Wind-Up Toy from Storage Room by beach
Resetter Ringsider Sacribat Samurai	Do Over! (no attack) Sacrifice Edo Blade	Rewinds to the beginning of combat Gives play by play of battle Sacrifices 1 LT to attack all enemies Return LTs to KNIGHT; joins attack	Denime Jungo Trisken Kerple	Tree Stump Given to you when you talk to Penguin In Chest in Bell Tower In Chest in Storage Room
Sermone Sleeper Stare	Spirit Power Hypnosis Eye Beams	Revives you when you are knocked out Puts target to sleep with hypnosis Gives bird's-eye view of town; Damages target with sight rays	Den Hedlar Kuldo Ruins Abandoned house	Received from Detective Longnose - West of Trisken
Sumode Tarantula Terroroid Timeout	Body Attack Venom Ghost Peace Shield	Knocks all enemies out of battle Blows poison gas onto party Creates ghost and terrifies target Prevents all damage for 3 turns	Garam Trisken Zephyr Cave of Fear North Tower Zed Harbor	In Ruval's Cave Given to you by Jadik after completing North Tower Found on deck of boat Given to you after the defeat of Galebinder
Toughwall Vampire	(No attack) Lost Power	Protects one a shield Attacks with 10% of KNIGHT's HP	North Tower Zed Harbor	- Given to you by Cult member on second floor of Cult Shrine
Vegas Versus Viper	(Various Attacks) Anger All Poison Dart	Press your luck with 3 effects Makes both sides suffer double damage Paralyzes target with poison gas	North Tower Picardo Cave of Fear Carmarthen Cave of Fear	- - Found in chest as Cool Toy Given to you by miner in Coal Mine
Voodoo Doll Walkbomb	Voodoo Doll Walkmeter	Voodoo eliminates a being fl of time Distance walked, damage based on distance walked		-
Whyme Windmesiter	(No Attack) Tornado	Draws all enemy attacks Causes Wind damage with tornado	Coastal Inn Den Hedlar	- -



artema strikes back!

1n order to find all the Living Toys in *Guardian's Crusade*, you'll need to revisit many of the towns after you've made it to Picard. You'll discover that in some of the bigger cities, the Cult of Artema has been running amuck causing trouble

by attacking many of the villagers! Your job is to ensure that each town is safe by taking out the Artema trash. This is one way that you'll be able to access new Living Toys that weren't available earlier.

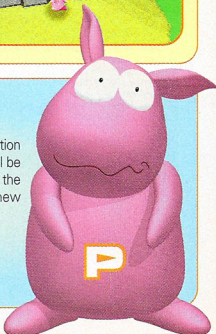


baby transforms!

1n addition to the various things that Baby can help you with throughout your journey, it can also take on different guises in battle. When you fight and defeat specific monsters in combat, Baby has a chance to learn new transformations which mimic them. Not only will Baby take on the specific monster's appearance, but it

will also be able to perform special attacks during its transformation for maximum damage! Below is a list of what monsters Baby will be able to transform into; just remember that you may need to fight the monsters repeatedly until Baby can actually learn the new transformation for that specific monster.

Dino Zakra	Snakera Fatal Frog	Knogyn Jelfishman	Crabbyfish Eyevee	Bobodragon Psychocat	Treed Fatbat	Ibkee Buffoo
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Rollcage

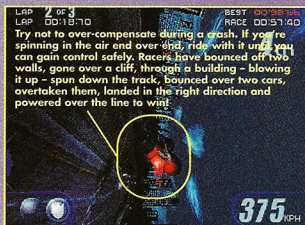
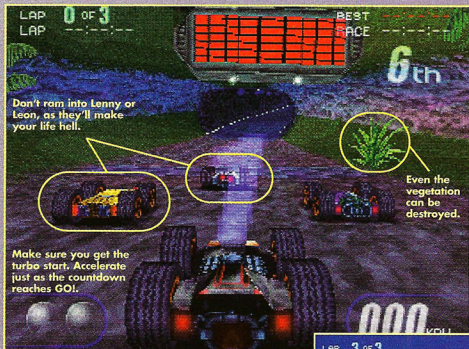
a producer's guide to dominating

Rollcage breaks new boundaries in extreme game physics and intense racing. The learning curve is easy, but it takes some serious skill to call yourself a *Rollcage* master. For this reason, we thought we should bring you some strategy and who better to provide this than one of the game's producers, David Perryman, a true *Rollcage*

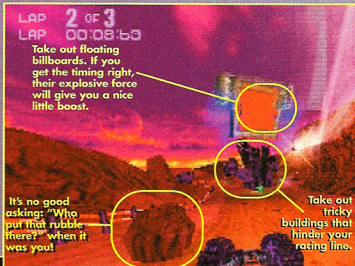
master. In the following guide, you'll first get all the helpful hints that will improve your performance on any course, as well as in the two-player mode. David also goes through all the game's weapons, detailing how each is best used and the types of combos possible. Finally, the best route to the best time through each course is described!

general tips

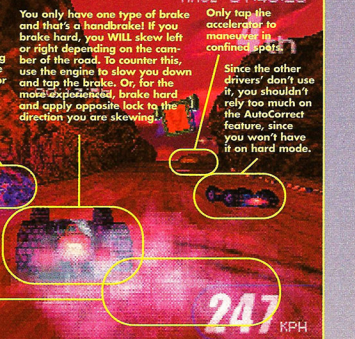
Here are some tips that will improve your game across the board. Consider them game development secrets arrived at after hours of gameplay.



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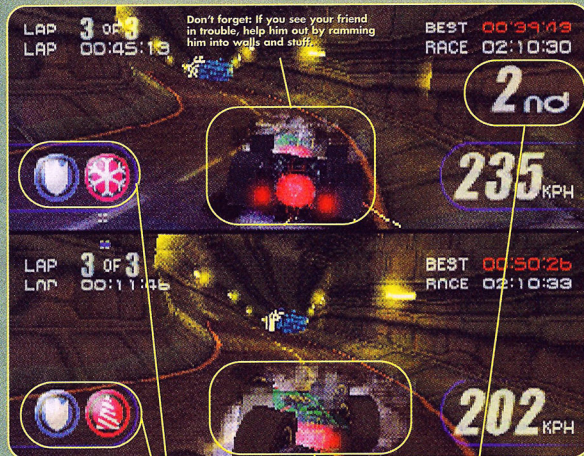
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two player

General Tips

- 1** If you're reading this section, then you have friends. And if you're reading this section first, then you want to thrash 'em. Hey, having friends is a good thing, but beating them is better.



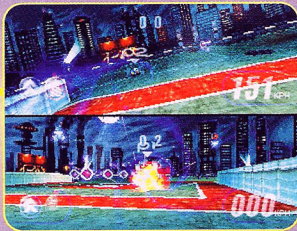
Try to command the pickups. If you have all the weapons, your buddy won't. If you drive through a large bank of them, dump the first few by using them. Watch that you don't fire a leader missile at yourself, though.

If you're in the lead and your mate fires a leader missile after you, hit your brakes. Let him zoom on by and take his own nasty medicine. You may then laugh maniacally.

Be kind. Let your friends win once in a while or else they'll loudly question your ancestry. Thrash you soundly about the head and shoulders and then you'll have no one to beat anymore. Let's face it, playing with yourself isn't as great as it's cracked up to be...

two player deathmatch

- Look, it's easy. You hit your opponent with a Driller and score a point. You use the turbo for a quick getaway. If you fall off the edge, well... then you're just being silly and your friend gets a point.



cool weapon combinations

Two weapons are better than one. Some combinations can do some really cool things.



Fire two turbos at once for a super turbo. For ultimate effect, fire them on a ramp...



Fire a wormhole and a homing missile one after the other in quick succession and you can send the rocket up your own bottom and get a MASSIVE speed boost!



Turbo and Time Warp together are the ultimate overtaking combo.



Two leader missiles almost guarantees taking out the leader — one for his shield and the second for him. If he manages to Driller them, then he deserves to win.

weapons

You have probably asked yourself, "Why do I need weapons if all the cars in the game are indestructible?". You can't kill anything, but weapons are essential for knocking opponents out of position ahead of you, and helping to retain your lead once you have achieved it. In this section, each weapon is analyzed for its most effective use, and in the box to the lower left we show combos with multiple weapons.



Shield

Protects you against collisions with walls, cars and especially missiles. Will only last a certain number of hits. It's great for ramming and necessary to counter leader missiles when in front.



Turbo

Instant speed. Tap the button to get a long turbo, hold the button for a short one. Both types have their uses. Fire two at once and hold on tight!



Worm Hole

Worm hole someone to move them behind you. They must be in line of sight. They can dodge a wormhole by braking and then driving around it. If you do get someone, watch out behind you. They may have a Driller powering up with your name on it.

If you have a Worm Hole fired at you, try dodging it. Or, sometimes it can be used to avoid a leader missile. Dive in and let the guy who fired the wormhole take the leader on the chin! Drill them to add insult.



Homing Missile

The weapon for taking out buildings. It automatically targets buildings, but if you press up on the joystick, it'll target other cars. Best used on a straight as it's hard to steer when you're targeting. You can also get a speed boost from one of these if you fire it into the ground while cornering on a wall or in a tunnel. You can try the infamous Rocket Jump with these. Fire them as you get to the lip of a jump for some serious air. This doesn't work if you're shielded, though.



Driller Missile

Fire it once and it drills through everything until it hits a side. Great if you're in the middle of a pack. Or, when you get wormholed.



Leader Missile

Hits the leader. Don't try using it when you are in the lead!



Time Warp

Slows time for everyone but you. Save one for the last lap and go from 6th to 1st. Firing a second time warp while one is going will cancel it out.



Ice Sheet

Only lasts a short while. Try to get people as they are about to enter a corner. If you look backwards and then fire, you'll have a very effective trailing Ice Sheet. A great weapon to have if you're in the lead.

getting the best times

E some techniques are better than others for getting the best lap times, but each track is different. For this reason, the best route through each is described below as dis-

covered by the people who made the game. The *Rollcage* team's best time is listed for each course. If you can beat these times, then you will know that you are a *Rollcage* master.

Gemini League

paradise

Where?

Set on one of the Harpoon Islands, packed with luxury apartments and hotels.

What?

Tarmac all the way round with grassy bits. Hotels and trees.

How?

The key to getting the fastest times on this track is the shortcut. It's located just to the right of the back straight and comes out a little way before the start/finish line. Do a couple of laps first to get up to speed and clear the way from trees and stuff. Fire off a turbo as you come up to the line and make sure you get the Perfect Lap bonus. Coast around to the back straight and turbo over the pickups. Veer right to take the shortcut tunnel. Then double turbo as you come out of the gorge and you can see the line. If you get it right, you'll sail over the line going at well over 600kph.

★ *Rollcage* team best time: 12:69s



g-force

Where?

Set around the factories and outbuildings of the icy Sapphire Springs Penguin Processing Plant.

What?

Tarmac with occasional off route snow patches. Factories and towers, outbuildings and chimneys.

How?

You need to use the shortcut tunnel to get the best time. Clear away the buildings and rubble, then double turbo over the line, making sure that you collect your Perfect Lap bonus. Double Turbo ON the snow, because on tarmac, the wheels grip and slow down your rocket power. On snow, you maintain the speed for longer because your wheels skid. Obviously, you need to be lined up first! Then double turbo off of the tunnel ceiling and into the shortcut tunnel, collecting the pickup on the way. Long turbo as soon as you can, shoot out of the shortcut and fly over the line for an awesome time.

★ *Rollcage* team best time: 12:50s



contact

Where?

The site of the crashed ship that first tried to make contact with Outworld.

What?

Rock, gravel and sand. Also, boulders, towers and the infamous first contact spaceship. Left in situ as a memorial. Oh yeah, watch out for meteors.

How?

Clear the track of buildings and rubble. Stop before the line with two turbos in hand. Line yourself up with the inside pickup bank and then hit the double turbos. If you lined up properly, you'll restock. Ease around the corner and then hit a single long turbo to take you around the banked corner. As you come off of the bank and your turbo runs out, hit a short turbo. Tricky bit: ease over the ridge to grab some pickups on the right hand of the three routes. As soon as you can, double turbo. If you can get in a little right flick just before hitting the ramp, then you'll shave a couple of hundredths off your time.

★ *Rollcage* team best time: 18:06s



Taurus League

smugglers

Where?

Down by the docks on Harpoon Islands.

What?

A bit of road, a bit of dirt. A huge cavern and your basic harbor rubbish.

How?

The trick to this one is to get into the cavern as quickly as possible without crashing (obviously). So, with a clear field, turbo over the line and get your bonus. Ease off to coast through the first two tunnels. Line up with the straight and fire off a double turbo. Now, ease off as you approach the cavern. Then, just as you go over a small lump in the road, tap left. Your car should spin slightly in the air and you'll be nicely lined up in the cavern as you land. OK, collect some turbos and hit them. Repeat until you get over the line. Easy!

★ *Rollcage* team best time: 21:33s



eruption

Where?

A volcano located in the Outworld.

What?

Sand, rock, dirt and molten lava! Mining equipment and trains.

How?

I'll say it again: Clear the track. Turbo up to and over the line. Jump into the volcano area and hit the outside wall. Turbo around that, come off just in time to collect the pickup at the tunnel's entrance, then turbo down the tunnel. Turbo again, collect the pickup in the middle of the tunnel exit area and the pickup before the corner. Watch out for this corner. Collecting the pickup puts you on the wrong racing line. Shed a bit of speed before you get to it. As soon as you're round the corner, fire a long double turbo across the mining area, grab the train tunnel and over the line! To impress your opponents, leave the train in the tunnel. If you get the timing right, hit it and you'll get a boost out of the tunnel and over the line. Could be worth 0.5 of a second. Point in the right direction or you'll end up back down the track or painting the tunnel ceiling with skidmarks. ★ *Rollcage* team best time: 10:03s



area 52

Where?

A not so secret military base in Sapphire Springs.

What?

Snow, dirt and a runway.

How?

Turbo over the line. The runway is easier and faster. Double turbo as soon as you're lined up with the runway exit tunnel. Collect two more pickups on the way. Speed through the tunnel, then out over the speed pads and on down towards the snowy corner. Approach this wide from the left side and powerslide into it. Go through the box bridge, then double turbo. BUT DO NOT go down the dip. Stay on the higher ground and maintain your speed. With practice, you'll get below 20 seconds.

★ *Rollcage* team best time: 19:60s



Crossover

Where?
Up and around the Mall in Neoto City.

What?
Roads and the shop floor.

How?

Turbo over the line. Take the shortcut at about 250kph. Turbo as soon as you clear the corner, straight through the Mall. Hug the wall on the exit and then go into the tunnel. Cruise around the tunnel corners and then go down the first of the San Francisco-style bumps, grab the pickup and turbo. If you get this right, then you should jump over most of the bumps.

Turbo over the crossover. You can clear the entire area with one well-timed turbo.

The hard bits now are the final two corners in the tunnel. Collect pickups at the tunnel entrance and then turbo through using the walls to keep your speed up around corners.

★ *Rollcage* team best time: 29:63s



Scorpio League

daytona

Where?

Another of those Harpoon Islands. A lovely holiday resort.

What?

Generous measures of tarmac, dirt and sand. Hotels and 10,000 year old monuments waiting to be smashed to pieces.

How?

We'll assume you've cleared the field and there's nothing left to get in the way. Get a flying start (double turbo over the line and collect your perfect lap bonus) into the tunnel. Kill your speed before you come out of the tunnel — easing off the accelerator should do it. Round the corner at the bottom, hugging the inside wall. Double turbo onto the beach collecting a stay on the grass. Fire that off as soon as you can and stay on target to get another turbo. Jump the ramp over the grass and collect one more turbo. Go over some speed pads and double turbo as soon as you can before the big jump. If you get it right, you'll land nicely and shoot over the line.

★ **Rollage team best time: 21:30s**



park life

Where?

The gritty urban sprawl of Neoto City.

What?

City road: tarmac & walls.

How?

You'll need to take the shortcut to get the best times on this one. Yes, there is a shortcut!

Clear the field, get a running start. Turbo over the line, take the right tunnel, turbo through, replacing it with a pickup. Turbo round the speed pad wall. Come off and replace your turbo again with the pickup that's in the road.

Don't go down into the tunnel. To the right, you'll see a narrow route that will take you ABOVE the tunnel and into the park mentioned in the title of this track. Although it's all grass, the park shouldn't cause many problems. DON'T TURBO yet. You can destroy the monument, but the base stays to challenge you. Find the 'Italian Job' style steps behind the monument. Hurtle down, go around the last corner to rejoin the main route, THEN double turbo to take you over the line. It takes practice to get into the park at speed, but worth it.

★ **Rollage team best time: 21:00s**



frontier

Where?

Near an Outworld port.

What?

Dirt, rock and sand. Weird levitating towers and a heart-stopping ramp.

How?

Smash everything up, then get your perfect lap bonus as you double turbo over the line. If you need to, grab one of the pickups that were between the towers and turbo into the tunnel. You'll need to practice the correct line for the car you're driving. Turbo out of the tunnel and head in a straight line, collect a pickup. Turbo as soon as you get round the bottom corner. You may have to powerslide around this; it depends on the car. If you leave too late, you won't be able to ease back enough for the ramp.

All that's left is the last twisty bit. Just keep to the racing line and turbo when you can. Easy.

★ **Rollage team best time: 21:50s**



bonus tracks

The following tracks are bonuses you earn by beating the game with top scores, but are only available in the Time Trial Mode. You can also enter a password which allows access to everything except for the deathmatch bowls found in the Bonus Bits section located in the Options menu, which are earned by beating the individual Leagues in first place. To open the following bonus tracks, you can enter MAXCHEAT into the Password screen. It will also open the mirror mode, Mega Time Attack where the game plays twice as fast, and the extra character, Yuri, with his maxed out car.

after shock

Where?

Just after a massive earthquake on Outworld.

What?

Rock, Sand, rivers.

How?

You need to get the tunnel drop right and use the desperate method for the final corner. Remember to clear the field of debris first. There are enough pickups to keep your speed up on the long straight.

★ **Rollage team best time: 23:73s**



road works

Where?

A spot where one of the Harpoon Islands is currently in the process of being developed.

What?

Tarmac, rock and grass, cranes and hotels.

How?

Double turbo over the line, jumping out of the tunnel. Make sure you veer slightly left before the jump or you won't get the right line. Turbo, keeping as close to the edge of the pit as you dare. Collect some pickups and take the corner wide. Long turbo, keeping as close to the edge as you dare. Turbo into the second tunnel.

Powerslide around the bottom corner. This will restock your turbos, as there is a bank of pickups there. Double turbo as soon as you see the line.

★ **Rollage team best time: 19:06s**



skid pan

Where?

Sapphire springs has put a bid in for the Winter Games. They're building a toboggan run!

What?

A lot of snow, tarmac and hey—a toboggan run.

How?

Time trial only on this one. Double turbo over the line and get your bonus. Slow after the second to last lamp-post and ease around the snowy corner. Power out of the bend, but let go of the accelerator as you reach the first bank of speed pads. If you get the right line, then you'll drop down into the tunnel. Too fast and you'll bang your head. Power up through the tunnel — you'll be increasing speed all the time from the speed pads.

The last corner in this tunnel is a bit tricky. Tap the break just before you go into it and then let the car go up the wall. As you are about to hit the ceiling, apply opposite lock and steer towards the ceiling.



super bowl

Where?

At the super-famous Harpoon Islands car sports arena.

What?

This track is straightforward tarmac, except you can drive upside down!

How?

You need to get your speed up. Do this on the speed pads on the ceiling. Three or four laps should be enough. Double turbo a fraction before you go over the line and collect your bonus. Come down off of the ceiling at the first corner, cutting it as fine as you can. Tap the steering to reduce friction and keep your speed up. You should be around the 520kph mark all the way along this straight.

Hug the corner, let the car drift ever so slightly out, then bring it in just as the final straight comes into sight. Now the fun bit: Double turbo into the fence at a shallow angle. You'll hit the rise and take off. If you get it right, you won't hit anything or land until you go over the line at well over 700kph!

However, if you want the FASTEST of times, then you're going to have to hit one of the floating billboards and surf that explosion force.

★ **Rollage team best time: 7:96s**



flood zone

Where?

All around the massive Neoto City, and along a city overflow canal.

What?

Mostly tarmac. Some water. Look out for the monorail.

How?

The corners can be taken at full speed if you take them wide enough. The pin at the end of the canal must be negotiated with a powerslide. Fairly easy to get.

★ **Rollage team best time: 24:23s**



This will snap the car parallel to it and you'll be back under full control. It's a similar technique to that used for letting fences and walls guide you around corners.

In the next section, just head for the tunnel in the opposite corner. The area should already be cleared before you make your time attempt. Double turbo through the lot. Collect two more before the tunnel.

Now for the toboggan run. You want to steer into the corners just before you get to them. Use a single long turbo early on, then use the next one as you leave the run to take you over the line. Finally, if you turbo on the snow and jump the ramp, you'll be able to keep more speed.

★ **Rollage team best time: 43:83s**





Fisherman's Bait

A Bass Challenge™



Can you land a lunker? There's no need to exaggerate the size of your skill, with Fisherman's Bait you can prove it! Number One Rated arcade game now on PlayStation® Two player versus mode - fish against a friend. Dual Shock function lets you feel the bass biting

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Street Fighter Alpha 3

TIPS AND SECRETS TIPS AND SECRETS TIPS AND SECRETS



Well, as we mentioned in our review of the game, *Street Fighter Alpha 3* can be easily considered the best fighting game currently available on the PlayStation. Capcom managed to not only create a virtually perfect conversion, but also add in a bunch of new modes and characters that were not even available in the arcade version! There is

simply so much here that it can get a bit overwhelming. That is why PSM has put together the ultimate guide to help you out. Within these pages, you will find all the useful tips and fighting strategy that you could possibly want. We even tell you how to unlock all the secret characters and modes. So read on and start your journey towards becoming a *Street Fighter* master.

GENERAL CONTROLS

While these are available in the game manual, we thought we would include them, in order to make this guide easier to understand. These are the default controls, but you can change them in the Key Config option if you want.

Punches

Square - Light Punch (LP)
Triangle - Medium Punch (MP)
R1 - Heavy Punch (HP)
L1 - 3 Punches (PPP)

Kicks

X - Light Kick (LK)
Circle - Medium Kick (MK)

R2 - Heavy Kick (HK)
R2 - Three Kicks (KKK)
QCF - Move the directional pad in a quarter circle from down to forward
QCB - Move the directional pad in a quarter circle from down to back
HCF - Move the directional pad in a half circle from back, through down, to forward

HCb - Move the directional pad in a half circle from forward, through down, to back

Red - When a direction is in red, that means you have to hold in that direction for two seconds

ISms 101

The major gameplay element that separates *Street Fighter Alpha 3* from the rest of the *Street Fighter* games is the inclusion of the Ism fighting styles. Depending on what your fighting style and experience level is, you can select the appropriate Ism and play with a character that is tailored specifically for you. Here is a breakdown of the various Isms and what sort of player each of them is designed for:

X-IsM

Note: The "X" in X-IsM comes from the Japanese title of *Super Street Fighter 2 Turbo*, which is called *Super Street Fighter 2X*.

Pros: The main positive aspect of the X-IsM is that Guard Power Gauges are longer than in any other Ism. (The actual length of the gauge will vary upon which character you select to use). This makes it harder for your character to get Guard Crushed. Also, standard

attacks and special moves do quite a bit more damage.

Cons: An X-IsM character can not use Alpha Counters, Defensive Roll rolls, or Air Blocks. They are also limited to a single Super Combo and can not perform taunts (Dan is an exception).

Best suited for: classic *Street Fighter* players and newbies. Since this Ism is pretty basic, players don't have to worry about a lot of Super Combos or extra gameplay features. If you haven't really played any *Street Fighter* games, then this is the perfect Ism for you.

A-IsM

Note: The "A" in A-IsM comes from the word Alpha, in the *Street Fighter Alpha* series titles.

Pros: A-IsM characters are the best well-rounded characters. They have access to pretty much every stan-

dard gameplay feature, including Air Blocking, Defensive Falls, Defensive Rolls, Taunts, multi-level Super Combos, and Alpha Counters.

Cons: Since there are so many options available to an A-IsM character, their damage rating is a bit lower than those characters that use an X-IsM. Also, the length of the Guard Power Gauge varies greatly with which character you select. This means that some characters can

get more easily Guard Crushed.

Best suited for: well-rounded and somewhat experienced players. Since there are so many Super Combos and gameplay features that you have to worry about, when using an A-IsM character, the game can get a bit overwhelming. Most people should start off with the X-IsM unless they have played a lot of *Street Fighter Alpha 2*.

V-IsM

Note: The "V" in V-IsM comes from Variable Combos, a term used to describe the new type of Custom Combo that can be used in this mode.

Pros: Just like with the A-IsM, V-IsM characters can take advantage of all the major gameplay features, including Air Blocking, Defensive Falls, Defensive Rolls, Taunts and Alpha Counters. They can't, however, execute Super Combos. Instead, Custom Combos are available. Some of you may remember Custom Combos originally appearing in *Street Fighter Alpha 2*.

Also, players can control more the range of their character's standard attack by holding back, neutral or forward on the d-pad, when executing the attack. Here is an example, using Ryu.

Command

Back + Fierce Punch Uppercut
Neutral + Fierce Punch Left Hook
Forward + Fierce Punch Lunging Elbow

Attack

Lastly, V-IsM character power meters refill much faster than those in the A-IsM.

Cons: To balance the fact that V-IsM power meters refill rather quickly, all V-IsM characters do less damage than those using A or Z Isms. And, while the Custom Combo allows you to create your own unique combos, there is no certainty that all of your attacks will successfully hit. In fact, probably only one or two will, unless you are fighting against the computer.

Best suited for: extremely experienced players. If you have not been playing *Street Fighter* for quite a while, don't even bother trying this Ism. It takes a lot of experience and timing to create useful Custom Combos.

ISM Summary Chart

To makes things even easier, we have compiled the following chart, so you can instantly tell what abilities are available in what Isms:

Abilities	X-IsM	A-IsM	V-IsM
Air Blocking	No	Yes	Yes
Defensive Fall	Yes	Yes	Yes
Defensive Roll	No	Yes	Yes
Taunts	Dan Only	Yes	Yes
Alpha Counters	No	Yes	Yes
Damage Rating	x1.2	x1.0	x0.8
Defensive Rating	x0.8	x1.0	x1.0
Guard Power	High	Variable	Variable
SC/CC			
Gauge Recovery	Slow	Normal	Fast
Levels Available	1.....2	1-3.....2	2 (50% or 100%)

WORLD TOUR MODE

Easily the most innovative addition to the PlayStation version of *Street Fighter Alpha 3* is the World Tour Mode. In this mode, you can train and increase your characters' offensive and defensive abilities while traveling around the world and challenging other World Warriors. You will also be able to customize your characters and tailor these abilities to fit your fighting style. You can then import these characters into any other mode, via the Entry Mode, and challenge your friends' customized characters.

In this section, we will explain the various aspects of the World Tour and give you helpful hints in mastering it. Some of our suggestions may not be so honorable or fall in line with proper *Street Fighter* etiquette, but they will make things easier for you as you attempt to unlock all the game's secrets and master your character.

General Information

The World Tour Mode consists of 19 different locations and each location has between one and three different stages. The stages are broken up into three styles:

Normal - Defeat a single opponent and you win the match

Survival - Beat a certain number of opponents, one after the other, and you win the match

Team Battle - Beat a team of between two and five opponents and you win the match

To makes things even further confusing, these styles have a few different variations. For example, one time you may face an opponent who can only be defeated by using Super Combos against him. Another time, you may find that your opponent can not be hurt in any way and you simply have to survive until your timer runs out. These little variations help to make the World Tour mode unique every time you play through it.

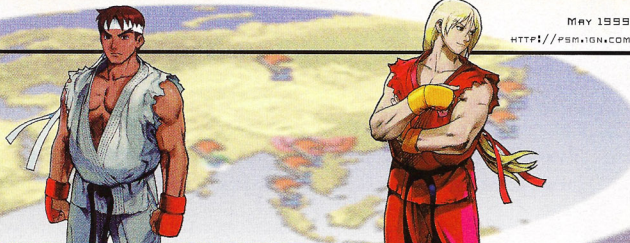
Note: If you are good enough and are able to get your character up to Level 27 and your Isms up to Level 6 before you reach the final location, POINT 48106, then you will be able to access the first of three secret locations. These locations will be explained in the Hidden Characters section of this strategy guide.

Set Up Your Character

Before you jump right into the fray of combat, you should take a moment and check out the character Set Up screen. That way, you can get a better understanding of what things you will be able to earn as you progress through the World Tour Mode. Also, after every couple of fights, go back to the Set Up screen and check if anything needs adjusting. Here is the breakdown of the Set Up screen.

On the left of the screen you will see all the level information for your character. It lists what level your character is currently on, what level each Ism is currently on and how many more experience points you have earned. At the top left, you will see a picture of your character and the highest number of hits you have pulled off in a combo.

On the right of the screen, you will find all the crucial information, including which Ism you are currently using, the turbo speed setting, the Ism Plus settings and the Power Balance meter.



TIPS AND SECRETS TIPS AND SECRETS TIPS AND SECRETS

Gaining Levels and New Skills

As you progress through the World Tour Mode and defeat opponents, your character will earn experience points. These experience points are divided between two things, the actual character and the Ism that the character is using. And just like in an RPG, when you achieve a certain number of experience points, you can go up a level. The highest level you can achieve is Master, but it takes a lot of skill to get there.

Here is the breakdown of the different levels your character can earn and how many experience points it takes to earn them. You will notice that at certain levels, your character will be awarded with Extra Abilities (see Extra Abilities section), such as an Ism Plus or Power Balance Up. These can be applied to your character, in the Set Up screen, in order to make them stronger and more well-rounded.

Level	Points Needed For	Next Level	Extra Abilities
1	60000	none	
2	120000	Ism Plus	
3	180000	none	
4	240000	none	
5	300000	Ism Plus	
6	360000	none	
7	420000	none	
8	500000	none	
9	580000	Power Balance Up	
10	640000	none	
11	700000	none	
12	760000	none	
13	820000	Ism Plus	
14	900000	none	
15	980000	Power Balance Up	
16	1060000	none	
17	1140000	Ism Plus	
18	1220000	none	
19	1300000	Ism Plus	
20	1400000	Ism Plus	
21	1500000	none	
22	1600000	Power Balance Up	
23	1700000	Ism Plus	
24	1800000	none	
25	1900000	Ism Plus	
26	2000000	none	
27	2100000	Ism Plus	
28	2200000	none	
29	2300000	Ism Plus	
30	2400000	none	
31	2600000	none	
32	Master	Power Balance Up	



▲ Each time you complete an area of the map, this status screen will appear and show you what you have earned.

Your character is not the only thing that can gain experience in the World Tour Mode, though. The more you use the different Isms, the more experience they gain, as well. In fact, just like in the previous chart, your character can earn Extra Abilities when an Ism reaches a specific level. Because of this, you should try and use each Ism equally. Relying too much on one Ism will cause your character to be unbalanced and make finishing the World Tour Mode that much more difficult.

X-Ism

Level	Exp. Points Needed For	Next Level	Extra Abilities
1	50000	none	
2	100000	Ism Plus	
3	200000	none	
4	400000	none	
5	700000	none	
6	Master	none	

A-Ism

Level	Exp. Points Needed For	Next Level	Extra Abilities
1	50000	none	
2	100000	none	
3	300000	Ism Plus	
4	500000	none	
5	800000	none	
6	Master	none	

V-Ism

Level	Exp. Points Needed For	Next Level	Extra Abilities
1	50000	none	
2	150000	Ism Plus	
3	350000	none	
4	550000	none	
5	850000	none	
6	Master	none	

EXTRA ABILITIES

As mentioned before, when you achieve certain levels, your character will learn Extra Abilities. These abilities are split into two categories, Ism Plus or Power Balance. The Power Balance is a specific ability and will be explained in a moment. The Ism Plus, however, is a general term that refers to several different abilities. Each time you earn an Ism Plus, by building up your character's or Ism's experience points, it is selected from this set list of thirteen (13) abilities:

Auto Guard - 1 Block

Like its name implies, the Auto Guard will automatically block any incoming attacks as long as you are doing an attack, yourself.

Super Guard - 2 Blocks

With this equipped, you will not take any damage from your opponent's attacks. This includes standard attacks and Super/Custom Combos.

Infinite Guard - 1 Block

Your Guard Power Gauge will never drop, regardless of how many times you are hit with an attack. This includes standard attacks and Super/Custom Combos.

Gauge Plus - 1 Block

This Ism Plus will increase the speed in which your Super/Custom Combo meter replenishes. It will

increase it even faster if you continuously attack your opponent.

Gauge Power Plus - 1 Block

With each blocked attack, your opponent's Guard Power Gauge will be lowered by an additional 50%. This makes them very susceptible to being Guard Crushed.

Damage Plus - 2 Blocks

With this Ism Plus equipped, your attacks will have a slightly higher damage rating. This includes standard attacks and Super/Custom Combos.

Original Combo - 2 Blocks

This allows you to execute Custom combos, regardless of which Ism your character is currently using. Needless to say, this Ism Plus is useless for V-Ism characters.

Alpha Cancel - 2 Blocks

This allows your character to cancel standard attacks into special moves, even if that character is not normally able to. Combine this with the Super Alpha Cancel for some truly cool combos.

Super Alpha Cancel - 2 Blocks

With this Ism Plus equipped, you can cancel standard special moves into Super Combos. For example, you can execute Ryu's standard Hadoken and 2-in-1 it into a Shinku Hadoken.



Alpha Combo - 2 Blocks

This Ism Plus hails from the Alpha and Darkstalkers series of games and allows characters to perform simplistic chain combos, such as Light Punch, Medium Punch, Heavy Punch.

Hard Body - 1 Block

This Ism Plus prevents your character from being dizzied and reduces the amount your Guard Power Gauge is reduced when you block an attack.

Air Guard - 1 Block

This allows you to guard while in the air. It is only useful if you are using an X-Ism character as the other two Isms already allow you to perform Air Guards.

Alpha Counter Plus - 1 Block

This increases the amount of damage that a Alpha Counter causes. This is very useful as the Alpha Counters in this game inflict far less damage than those in the previous Alpha games.

Power Balance

This is a separate Extra Ability and does not belong to the Ism Plus group. It does not require any blocks and it is the only Extra Ability that continues to improve. Basically, you can think of the Power Balance as a scale, with one side representing offense (POW) and the other side representing defense (DEF). If you are more of a defensive player, then you would want to skew the scale over to the defense side, which increases your Defensive Rating. However, when you do this, your Damage Rating gets reduced.

TIPS AND FIGHTING STRATEGY

Regardless of how good a *Street Fighter* player you are, it is going to take a lot of skill and a bit of luck to master your character and all three Isms. In this section, we are going to give you some helpful tips and basic fighting strategy which should hopefully make your journey a little bit easier.

Balance Out Your Isms - The only way that you are going to be able to master all of your Isms is if you use them equally throughout the World Tour Mode. You should try to figure out what is your weakest Ism early on and then use that as often as you can until you master it. Then, spend the rest of the game switching between the two remaining Isms.

The Road To Perfection - The only way that you can ever hope to earn all the secret characters and modes and fully complete the World Tour Mode is if you consistently get perfect victories. Obviously, this is something that is much easier said than done, but there are a few things you can do to make getting perfects easier:

1. Set your Power Balance meter fully to the Power (POW) side. This will make all your attacks more damaging and should be able to defeat your opponents more quickly.

2. Learn to block often. In normal *Street Fighter* circles, this would be considered poor etiquette, but who cares when you are fighting against a computer? Get to a

point where your first reaction is to block. When fighting again a human opponent, you would normally want to counter with your own attacks. Don't chance that here... just block a lot.

3. Use a character that has an easy-to-execute Super Combo or multi-hit special move. Examples include Ken, Akuma, and Sakura. Don't even try using characters such as Dhalsim or Sodom unless you are extremely lucky or a *Street Fighter* guru.

4. Pay attention to your opponent's Power Gauge Meter. Some characters will tend to block a lot, so you can just whittle them down and hit them with a Super Combo the moment their Power Gauge Meter is empty and they become Guard Crushed. If you have the Gauge Power Plus equipped, then your opponent's Power Gauge Bar can be quickly depleted.

Learn The Patterns - Most of the computer-controlled characters have a set way of fighting that never changes. Ken will always do tons of Dragon Punches, Ryu will always throw a bunch of fireballs, etc. Use this knowledge to your advantage and attack when you know your opponent will be vulnerable.

Simplicity Works Best - Since you are not fighting against another human character, don't try to think too much about what you are doing. The more options you have floating around your head, the more uncertain you will normally be. Use a lot of basic attacks and repeat

▶ Learning to predict fireballs, so that you can jump over them and attack, is a very crucial skill to learn.



them often. A few examples of this include:

1. Jumping over predictable fireballs and hitting them with a jumping Heavy Kick followed by a crouching Heavy Kick. That is an easy two-hit combo that anyone can do. It takes off a considerable amount of damage.

2. Using a lot of crouching Heavy Kicks, whenever you are uncertain of what to do. The computer-controlled characters fall for this a lot. You can normally do this in repetition and they can't do anything about it. If they block one of your kicks, pause for a moment for a second or two and then continue doing the kicks.

3. If you throw a lot of projectiles, the computer-controlled characters will most often get hit by them. The general rule is to fluctuate the slower projectiles (Light Punch) with the faster projectiles (Heavy Punch). The computer seems to have a problem dealing with this. If your opponent eventually starts to block, try walking towards them after throwing a projectile. They will sometimes get confused, forget about the projectile and come out of block.

Use The Air Block - This is a move that most players forget to take advantage of. It can save your butt, espe-

cially when you are fighting against Dragon Punch-based characters. Still be aggressive and jump in and attack a lot. If there is ever a moment when you think your opponent might try and knock you out of the air with something, hold back on the d-pad and be safe.

Earning The Points - Since your experience points are tied directly your score, the more Super/Custom Combos you pull off and the faster you finish your oppo-

nent, the better. The ultimate is to jump in, the moment the round starts, and hit them with a standard combo and cancel it into a Super Combo. If you are lucky, this will destroy your opponent right away and get you a ton of points. Keep doing this as often as possible. If you don't manage to destroy your opponent with that initial barrage, wait until your Super/Custom Combo meter builds up again and finish them off with another Super or Custom Combo.

three or more hours and the Classical Mode becomes selectable.

Just like the name implies, Classical mode makes your character play just like a traditional character from the early *Street Fighter* games. Here is a breakdown of the things that are different about this mode:

- No Air Blocks
- No Defensive Falls
- No Defensive Rolls
- No Taunts
- No SC/CC gauge
- No Guard Power Gauge
- No Alpha Counters
- No "missed throw" animations
- Reduced air juggling

Pros: Because Classical characters are so limited in their abilities, their attacks are much stronger than even X-ISM characters. They also can not be juggled as easily. And, since there is no "missed throw" animations, players can feel a little bit safer when attempting throws. Also, the lack of a Guard Power Gauge means that players can block as much as they want without having to worry about being Guard Crushed.

Cons: Since Classical characters lack Super Combo/Custom Combo meters, players must rely more on old-school combos. And since there are no Air Blocks or Alpha Counters, you will also need to be a lot more cautious when jumping into an opponent and careful that you don't get backed into a corner.

Mazi (Serious) Mode - Let the Option Screen timer reach four or more hours and the Mazi Mode becomes selectable.

In general, a Mazi character is designed to rely more on offense than on defense. This mode is targeted more at the aggressive player who constantly likes to attack their opponent. Players who like to play it safe and block constantly should not try this mode.

Pros: In this mode, your character inflicts the most damage per each attack.

Cons: Since the focus of the Mazi mode is on offense, character defensive ratings are reduced dramatically. You will take 2-3 times more damage when you get hit then you would in any other mode. Also, you have to beat your opponent twice in order to win a fight, while they only have to beat you once.

Saikyou (Strongest) Mode - Let the Option Screen timer reach five or more hours and the Saikyou Mode becomes selectable.

This mode is designed to be the most challenging of all

Equip The Right ISM Plus - Equip your character with Hard Body as soon as you get it. It will prevent you from taking damage whenever you block an attack or Super/Custom Combo. You may also want to equip the Gauge Plus because it will increase the speed in which your Super/Custom Combo meter fills up.

the other modes. Don't bother to try this mode unless you are an extremely talented *Street Fighter* player.

Pros: There are no real positives for this mode, the whole focus of it is to make your character as difficult to play with as possible.

Cons: There are simply too many cons to list. First off, your Guard Power Gauge is dramatically reduced, meaning you can get Guard Crushed very, very easily. Also, you can not cancel moves into super moves or Super Combos. That greatly limits your combo possibilities. Top this all off with the fact that your character causes less damage than normal, and you can begin to see the challenge in this mode.

Note: You can also unlock all three Character Select screen modes if you play through and beat the Arcade Mode on a difficulty setting of four or higher.

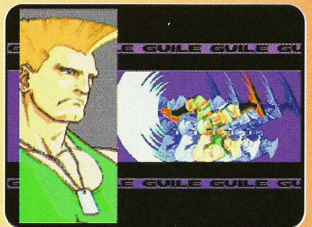
Other Hidden Extras

Fight Shin Akuma (Final Battle Mode)

Normally, the only character that can fight Shin Akuma in the Final Battle Mode is Evil Ryu. Thanks to this code, any character can challenge him. All you have to do is select which character you want to play as and then hold down L1 + L2 while you are choosing your Ism. If you want to play in Classical Mode, then simply hold down L1 + L2 immediately after you select your character. If you did it right, you will see Shin Akuma.

Get The Alternate Intro

There is an alternate intro segment to *Street Fighter Alpha 3*, and it is time released. All you have to do to see it is let the Option Screen timer reach 50 hours or more. The alternate intro is the same as the standard intro, except that Guile and Evil Ryu have been added.



▲ The Alternate Intro is pretty much the same as the standard intro except it features Guile and Evil Ryu.

HIDDEN MODES AND EXTRAS

As with most great fighting games, *Street Fighter Alpha 3* has a host of secret modes and extras. Unfortunately, this game is going to make you work for some of those secrets. Don't worry, though. You've got PSM on your side, and we are going to reveal the easiest way to unlock everything in the game.



▲ A lot of these modes, such as Final Battle, are not available when you first play *Alpha 3*. They must be unlocked.

The Hidden Modes

There are seven different hidden modes in this game. Four of them can be selected from the main menu (when they are unlocked). The other three hidden modes directly affect your character and can only be selected at the character select screen.

Main Menu Screen Modes

Here is a listing of the four modes that can be selected from the main game menu screen and how to unlock them:

Team Battle Mode - Simply beat the Hong Kong stage in the World Tour Mode or play through and beat the Arcade Mode on a difficulty setting of eight (8).

Survival Mode - Successfully complete the Point 48106 level in the World Tour Mode

Dramatic Battle - Either finish the Team Battle Mode with both sets of teams or play through and beat the Arcade Mode on a difficulty setting of eight (8).

Final Battle - Simply play through and beat the Arcade Mode on a difficulty setting of seven (7).

Character Select Screen Modes

Here is a listing of the three modes, that can be selected from the Character Select screen, and how to unlock them:

Classical Mode - Let the Option Screen timer reach

CAST OF CHARACTERS

If you include all the hidden characters, *Street Fighter Alpha 3* has 35 playable characters in all. That is certainly a lot and it is going to take players some time to learn them all. To help you out, we have listed all the characters in this section and give you a general summary of their abilities and effectiveness in battle. We have also included an Offensive Rating, a Defensive Rating and an Overall Rating to give you a better idea of what characters would suit you best. To round things up, we list a couple of simple combos that will hopefully get you started. We chose these combos because they are all easy to execute and pretty much every player should be able to use them effectively in fights.

Note: When you see a command that looks something like Δ + HK, that means that you need to jump into your opponent and hit HK.

Name: Adon

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: Due to the nature of his attacks, Adon is a hard character to use effectively. However, most of his attacks have high priority, so he is well suited for offensive players. Try to stay at a fair distance away from your opponent, so that Adon's moves can be used more effectively.

Moves List: See the game manual
 Simple Combos: two-hit (MP, Jaguar Revolver)
 three-hit (Δ + HK, MP, Rising Jaguar)

Name: Akuma

Offensive Rating: 5
 Defensive Rating: 3
 Overall Rating: 5



Summary: Probably the best character in the game, Akuma doesn't really have any weaknesses. All his Super Combos are useful and his Shunkugusatsu, if used correctly, can not be defended against. Play aggressively and he is hard to defeat.

Moves List: See the game manual
 Simple Combos: three-hit (Δ + HK/HP, Δ + MK/HP, Gou Hadoken)
 eight-hit (Δ + HK/HP, Δ + LP, Gou Shoryuken + LP, Gou Shoryuken + HP)

Name: Balrog

Offensive Rating: 4
 Defensive Rating: 4
 Overall Rating: 3



Summary: His strength is his greatest asset, while the predictability of his attacks is his greatest weakness. Balrog can only be used effectively if the player knows his combos well and is extremely patient.

Moves List: See the game manual
 Simple Combos: two-hit (Δ + LP, Dash Straight)
 two-hit (Δ + LP, upper)

Name: Birdie

Offensive Rating: 4
 Defensive Rating: 2
 Overall Rating: 2



Summary: A variation on Zangief, Birdie seems to have a lot of weaknesses and not so many strengths. Play him as you would Zangief, but keep in mind that he can cover ground much faster via his Bull Head charge. Use

his Body Slam and Bull Drop often.

Moves List: See the game manual

Simple Combos: three-hit (Δ + HK, MP, Bull Head)
 four-hit (Δ + HK, LK, Δ + MK, Bull Head)

Name: Blanka

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: Blanka's Super Combos still leave much to be desired, but his range of attacks is hard to match. Rely a lot on his rolling attacks, but don't become too predictable. His standing Heavy Punch is great again players who like to jump in.

Moves List: See the game manual
 Simple Combos: three-hit (Δ + HP, Δ + MP)
 three-hit (Δ + HP, LP, Rolling Attack)

Name: Cammy

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 2



Summary: The linear nature of Cammy's attacks makes her a rigid character. It is hard to trick opponents with her and she seems to have a long lag-time after special moves. The Hoologan combination throws are her best attacks.

Moves List: See the game manual
 Simple Combos: four-hit (Δ + HK, Δ + MP, Cannon Drill)
 five-hit (Δ + LK, Δ + LP, Δ + LP, Δ + LP, Cannon Spike)

Name: Cody

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: Cody is a toned-down variation on Ryu. However, he does have a few advantages, such as the ability to side-step incoming projectiles and attacks and quickly recover. His Criminal Uppercut also has more range than Ryu's Dragon Punch.

Moves List: See the game manual
 Simple Combos: two-hit (Δ + LP/MP, Ruffian Kick)
 four-hit (Δ + LP, Criminal Uppercut, Criminal Uppercut, HP)

Name: Charlie

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: A weaker version of Guile, Charlie has always been average at best. He is a little better now, but his attacks are pretty weak and most of his good combos are pretty difficult to pull off. His is more of a distance, wait-and-see, character while Guile works best in close.

Moves List: See the game manual
 Simple Combos: three-hit (Δ + HK/HP, Δ + LK/HP, Somersault Kick)
 four-hit (Δ + HP, Δ + LP, Δ + LK, Sonic Boom)

Name: Chun-Li

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: One of the quicker characters in the game, Chun-Li dodges most attacks. Her attacks are not that strong, but her high priority in the air, coupled with her throwing ability, makes her a good all-around character.

Moves List: See the game manual

Simple Combos: three-hit (Δ + MP, MP, Kick)
 three-hit (Δ + MK, Δ + MK, Rising Phoenix)

Name: Dan Hibiki

Offensive Rating: 2
 Defensive Rating: 2
 Overall Rating: 1



Summary: Dan can be a decent character, but only if you are willing to invest a lot of time in him. However, for the most part, his attacks are weak and cover very little distance (except for his Dankukyaku). He does, however, have a slightly faster recovery time than Ryu.
 Moves List: See the game manual
 Simple Combos: three-hit (Δ + HK/HP, MK/HP, Koryuken)
 three-hit (Δ + HK/HP, Δ + MK/HP, Gadoken)

Name: Dee Jay

Offensive Rating: 2
 Defensive Rating: 3
 Overall Rating: 3



Summary: Much like Guile or Charlie, Dee Jay's attacks and super moves occur mostly on a horizontal plane, which makes him a little predictable. He has good speed, which may catch a few opponents off guard, but his attacks aren't that strong.

Moves List: See the game manual
 Simple Combos: four-hit (Δ + HP, Δ + LK, Machine Gun Uppercut)
 four-hit (Δ + HP, Δ + LP, Air Slicer)

Name: Dhalsim

Offensive Rating: 2
 Defensive Rating: 3
 Overall Rating: 2



Summary: Dhalsim's strength is that his attacks have such reach. Learning which part of the screen they hit is crucial. Don't jump too often and try to keep your opponent at a distance. Use the Yoga Fire often and don't be afraid to block often.

Moves List: See the game manual
 Simple Combos: two-hit (Δ + Yoga Fire)
 three-hit (Drill Kick, Δ + LK/HP, Yoga Fire)

Name: Edmond Honda

Offensive Rating: 4
 Defensive Rating: 2
 Overall Rating: 2



Summary: A true powerhouse, Honda can go toe-to-toe with any character. His torpedo is fast, and his large size tends to confuse players. However, due to the slow nature of his standard attacks, his is at a disadvantage when fighting in close.

Moves List: See the game manual
 Simple Combos: two-hit (Δ + HK, LP/MP)
 three-hit (Δ + HK, Δ + MK)

Name: Fei Long

Offensive Rating: 3
 Defensive Rating: 3
 Overall Rating: 3



Summary: While quite fast, Fei Long's moves are very stock and make him a bit boring to play. His Rekka Ken can take off a lot of damage, but it requires good timing. Try to throw in a lot of standard attacks and he becomes more effective.

Moves List: See the game manual
 Simple Combos: three-hit (Δ + HK, Δ + MP, Shienkyaku)
 five-hit (Δ + HP, HP, Rekka Ken)

Name: Gen

Offensive Rating: 4
Defensive Rating: 2
Overall Rating: 4

Summary: A master character, Gen requires an experienced and patience player in order to use him effectively. His combos are some of the hardest in the game, but cause major damage. His dual fighting styles can be used to confuse opponents.

Moves List: See the game manual

Simple Combos: four-hit (♠ + HK, LP, MP, HP)
three-hit (♠ + HK, LP, Shitenshu)

Name: Guy

Offensive Rating: 3
Defensive Rating: 3
Overall Rating: 4

Summary: While he may not look like a good character, Guy can be used quite effectively. A lot of his attacks, especially the Bushin Sempu Kyaku, have high priority and can knock other characters out of their special moves.

Moves List: See the game manual

Simple Combos: two-hit (LK/LP, Spinkick)
four-hit (♠ + LP, MP, HP, Turn Punch)

Name: Juli

Offensive Rating: 2
Defensive Rating: 4
Overall Rating: 2

Summary: Juli is much like Cammy, but her moves tend to have a faster recovery time. Because of the design of her attacks and Super Combos, she is only good within a half-screen distance. The exception of this is her Sniping Arrow kick, which covers the whole screen and is fast.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HP, Cannon Spike)
two-hit (♠ + HP, ♠ + LP)

Name: Juni

Offensive Rating: 2
Defensive Rating: 4
Overall Rating: 3

Summary: Juni is a bit strange because she has a mixture of both charge and non-charge attacks. Overall, she is better than Juli and has more moves. Play her as you would Cammy, but just remember that you have to charge some attacks. And use the Hooligan Combination often.

Moves List: See the game manual

Simple Combos: two-hit (♠ + LP, Cannon Spike)
three-hit (♠ + LP, Spiral Arrow)

Name: Karin Kanzuki

Offensive Rating: 3
Defensive Rating: 3
Overall Rating: 3

Summary: If it weren't for her ability to reverse attacks, Karin would not be a very good character. She is extremely predictable because of her reliance on the Gurenken and has weak air attacks. She is a good up-close fighter, though.

Moves List: See the game manual

Simple Combos: three-hit (♠ + HP, MP, Hoshou)
four-hit (♠ + HP, MP, Gurenken, ♠ + HK)

Name: Ken Masters

Offensive Rating: 4
Defensive Rating: 2
Overall Rating: 4

Summary: While one of the more well-rounded char-

acters, Ken is best used on the offensive. His Super Combos can cover a lot of range and his multi-hit Dragon Punch takes off a lot of damage. He also can recover from special moves extremely fast.

Moves List: See the game manual

Simple Combos: three-hit (♠ + HK/HP, ♠ + MK/HP, Hadoken)
three-hit (♠ + HP, HP, Hadoken)

Name: M. Bison

Offensive Rating: 4
Defensive Rating: 3
Overall Rating: 4

Summary: Another strong character, M. Bison wins the award for ultimate cheapness. His special moves have extremely high priority and he seems to be able to suck people into throws. His only main weakness is that his standard attacks are very limited. His slide is handy though.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HK, LP)
two-hit (♠ + LP, Psycho Shot)

Name: Rainbow Mika

Offensive Rating: 3
Defensive Rating: 2
Overall Rating: 2

Summary: R. Mika is an interesting character, but she is hard to play effectively. Most of her moves are predictable, but can easily juggle opponents if they actually hit. Her greatest strength is her large variety of attacks. Take advantage of that and mix up your moves.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HK, LP)
eleven-hit (♠ + HP, Rainbow Hip Rush)

Name: Rolento Schugerg

Offensive Rating: 2
Defensive Rating: 3
Overall Rating: 2

Summary: Because of his unorthodox fighting style, Rolento is hard to predict. It will take players some time to get used to his attacks. Unfortunately, his attacks don't do much damage. He is, however, both a decent distance and in-close fighter.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HK, ♠ + HK)
three-hit (♠ + HK, ♠ + MK, Patriot Circle)

Name: Rose

Offensive Rating: 2
Defensive Rating: 3
Overall Rating: 3

Summary: Rose's ability to deflect projectiles is really handy and most of her combos are easy to pull off. She just doesn't have very strong attacks. Play her from a distance and use the Soul Throw often. Don't rely too much on her Super Combos, as they are not that great.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HK, ♠ + HK)
three-hit (♠ + HP, ♠ + HP, Soul Spiral)

Name: Ryu

Offensive Rating: 4
Defensive Rating: 2
Overall Rating: 4

Summary: Ryu hasn't changed that much since Alpha 2, but he has gotten some new moves which are great, specifically the Lunging Elbow. He should be played a little bit more defensively than Ken should, as he tends to take more damage per hit.

Moves List: See the game manual

Simple Combos: three-hit (♠ + HK/HP, ♠ + MK/HP, Hadoken)
three-hit (♠ + HP, HP, Hadoken)

Name: Sagat

Offensive Rating: 4
Defensive Rating: 3
Overall Rating: 3

Summary: Just like Ken and Akuma, Sagat has a powerful multi-hit uppercut. However, he starts his uppercut lower to the ground, which makes him susceptible to jumping-in attacks when he is starting it. Keep that in mind and be sure to vary both the height and speed of your fireballs a lot.

Moves List: See the game manual

Simple Combos: three-hit (♠ + HK/HP, ♠ + MP, Tiger Shot)
seven-hit (♠ + HK/HP, ♠ + MP/LP, Tiger Uppercut)

Name: Sakura Kasugano

Offensive Rating: 4
Defensive Rating: 3
Overall Rating: 4

Summary: Sakura also has a multi-hit uppercut, but it can spell doom if you miss with it. Her best Super Combo is probably the Haru Ichi Ban because it is one of the only ones that hit low. Most players do not expect it. Her Sakura Otoshi is also a great attack and confuses players.

Moves List: See the game manual

Simple Combos: three-hit (♠ + HP, ♠ + HP, Hadoken)
five-hit (♠ + HP, MP, Shouken)

Name: Sodom

Offensive Rating: 3
Defensive Rating: 2
Overall Rating: 2

Summary: Sodom has a decent mixture of speed and power. However, his standard attacks have very little range and he doesn't have very much good combos. He does have reversals, but they have little priority, so he normally gets hit. Just like Bison's, Sodom's slide is quite effective.

Moves List: See the game manual

Simple Combos: three-hit (HP, Jigoku Scrape)
May hit only twice on smaller characters
four-hit (♠ + HK/HP, LP, Jigoku Scrape)

Name: T. Hawk

Offensive Rating: 4
Defensive Rating: 2
Overall Rating: 2

Summary: While a variation on Zangief, T. Hawk is surprisingly a simple character. He only has a few moves, which makes him very predictable. He also doesn't have the range that Zangief has, but his Condor Dive and Tomahawk Buster make up for that.

Moves List: See the game manual

Simple Combos: two-hit (♠ + HK, LP)
three-hit (♠ + HP, Tomahawk Buster)

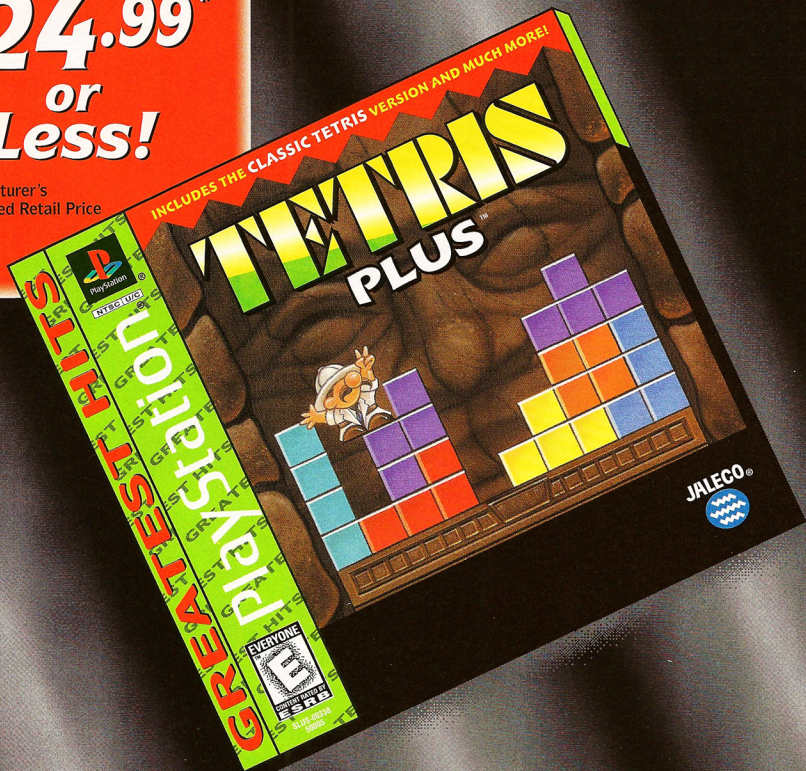
Name: Vega

Offensive Rating: 3
Defensive Rating: 3
Overall Rating: 3

Summary: Not only can Vega be cheap, but he is also one of the fastest characters and has a long reach. Use his high air priority to your advantage and knock down anyone who dares to jump in. Also, his standard attacks are very good so don't be afraid to use them.

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Moves List: See the game manual
Simple Combos: 6-hit (■ + LP, Rolling Crystal Slash)
two-hit (■ + HK, ■ + MP)

Name: Zangief

Offensive Rating: 5
Defensive Rating: 1
Overall Rating: 4

Summary: Zangief is at a little bit of a disadvantage in Alpha 3. His throw range has been shortened, so you can't suck people into the Spinning Pledriver as easily. However, he has the best damage rating of any character, so he can take a lot of punishment and he's very powerful.

Moves List: See the game manual

Simple Combos: three-hit (Fierce Splash, LK, Spinning Lariat)
fourhit (Fierce Splash, ■ + LP, ■ + LP, ■ + LP)



▲ While Zangief is a little weaker in Alpha 3, he still remains one of PSM's most favorite characters.

HIDDEN CHARACTERS

Name: Guile

Offensive Rating: 4
Defensive Rating: 3
Overall Rating: 3

Summary: Guile is a very good all-around character. His Super Combos could have been better but he has a larger combo variety than Charlie. Play him as you would Charlie but learn to keep a Sonic Boom on-screen at all times.

Moves List:

Sonic Boom ■ + P
Somersault Kick ■ + K
Sonic Hurricane (A), ■ + ■ + P
Somersault Strike (X, A) ■ + K

Simple Combos: ... 3-hit (■ + HP, ■ + LP, Somersault Kick)
three-hit (■ + HP, HP, Sonic Boom)

Name: Evil Ryu

Offensive Rating: 3
Defensive Rating: 3
Overall Rating: 4

Summary: In almost every regard, Evil Ryu surpasses the standard Ryu. Not only can he teleport but he can also perform Akuma's Shungokusatsu attack. Consider him a perfect blend of Ryu and Akuma, but play him more like you would Ryu.

Moves List:

Hadoken QCF + P

Shakunetsu Hadoken HCF + P
Shoryuken ■ + ■ + P
Hurricane Kick QCB + K (air)
Ashura Senku ■ + ■/■ + ■ + ■ + P
PPP/KKK
Shinku Hadoken (A) QCF, QCF + P
Messatsu Gou Shoryu (A) QCF, ■ + K
Shinku Hurricane Kick (A) QCB, QCB + K
Shungokusatsu (X, A) LP, LP, ■, LK, HP
Simple Combos: three-hit (■ + LP, ■ + HK/HP, ■ + MK/HP, Hadoken)
three-hit (■ + HP, HP, Hadoken)

Name: Classic Balrog

Offensive Rating: 3
Defensive Rating: 3
Overall Rating: 3

Summary: Classic Balrog plays almost exactly like the Balrog in Super Street Fighter 2 Turbo. He can't do any Custom Combos and the Buffalo Head attack can only be used as a counterattack, though. However, he does take off more damage the longer you charge up his Turn Punch. Aside from that, he is much too predictable and falls easily to crouching Heavy Kicks.

Moves List:

Dash Straight ■ + P
Dash Uppercut ■ + K
Dash Ground Straight (A, V) ■ + P
Dash Ground Uppercut (A, V) ■ + K
Buffalo Head (A, V) ■ + P (Reversal Only)

Turn Punch Hold and release PPP / KKK

Crazy Buffalo (X, A) ■ + ■ + P/K
Gigaton Blow (A, Level 3) ■ + ■ + K
Simple Combos: three-hit (■ + MP, ■ + LP, Dash Straight)
three-hit (■ + MK, LP, Dash Uppercut)

Name: Shin Akuma

Offensive Rating: 5
Defensive Rating: 4
Overall Rating: 5

Summary: Shin Akuma plays pretty much like the standard Akuma, only he can throw two air fireballs instead of one. Also, his Shungokusatsu covers the entire length of the screen and is much faster. If there is one single character that most players are afraid to face, it would have to be Shin Akuma. He is easily the best overall character in the game.

Moves List: His moves are exactly the same as regular Akuma's.

Simple Combos: three-hit (■ + HK/HP, ■ + MK/HP, Gou Hadoken)
eight-hit (■ + HK/HP, ■ + LP, Gou Shoryuken + LP, Gou Shoryuken + HP)

Unlocking The Hidden Characters

There are four hidden characters in *Street Fighter Alpha 3* and all of them are revealed by playing through the World Tour Mode. Here is a listing of those characters and the exact process to unlock them. You can find the moves list for each of these character in the following Cast of Characters section of this guide.

Classic Balrog - Just master one Ism before you complete the World Tour Mode (Hold down L2, while selecting the standard Balrog, in order to play as him)



▲ Probably the weakest secret character, Classic Balrog requires a lot of patience if you want to play him well.

Guile - Get your character

to reach Level 27 or higher before you complete the World Tour Mode and defeat Guile.

► It's nice to see Guile back in action. Nothing can top his Somersault Kick and Sonic Booms.



Evil Ryu - Get your character

to reach Level 28 or higher before you complete the World Tour Mode and defeat Evil Ryu.

Shin Akuma - Get your character

to reach Level 31, and have all three Isms mastered, before you complete the World Tour Mode and defeat Shin Akuma. (Hold down L2, while selecting the standard Akuma, in order to play as him)

A lot of you may find that you can't reach Level 27 with your character before the World Tour Mode ends. The reason is that you are not gaining points from each fight. The main way to gain points is to get Perfect victories and use Special Moves and Super Combos as often as you can. Don't worry too much about playing fair or trying out new strategies. Just go in with blood on your mind and defeat each opponent as quickly as possible.

We provide you with some useful tips in the World Tour Mode section, but is still boils down to practice, practice, practice. Eventually, you will reach the last battle against Shin M. Bison and your character WILL be at least Level 27. All you have to do then is defeat Bison and a new location opens up on the map. It is there that you fight against Guile. If you manage to defeat Guile, you not only unlock them, but a new location will open up on the map. That is where you will find "Evil" Ryu. After getting "Evil" Ryu, the third and final location will open up on the map and you will have to take on Shin Akuma, the strongest character in the game. If you manage to defeat him, then you can consider yourself a true *Street Fighter* master.

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your complete monthly source for all the newest and coolest playstation cheats

NCAA GameBreaker '99 The first Easter Eggs

Like all the *GameBreakers* and *GameDays* that came before, the 99 version of *GameBreaker* has its share of Easter Egg codes. These are only the first few we have come across; there will undoubtedly be more in the future. To get to the Easter Egg screen, where you enter the codes, select the Customize option from the Main Menu. Once in the Easter Egg Menu, enter any of the following.

Note: " " indicates a space between characters and codes are case sensitive. After a code has been entered correctly, it will appear in the Easter Egg box, where you can delete if you desire.



Game Cheats

Effect

All player attributes set to 99BEAT DOWN
Stronger defenseBOOST

Code

BEAT DOWN
BOOST

Better playersBUILDER
Win all simulator gamesSC
Check out the creditsCREDITS
Improved PassingPass_Attack
Improved RunningRun_Attack
Small fast team Vs big slow teamDavid_Goliath
Equal teamsEquals

► After entering the "attributes set to 99" code enter the Athletic Department menu and choose Create Walk-On. From there you can max out any player's stats to the maximum thus allowing you the ability to create a super team.



Bonus Teams

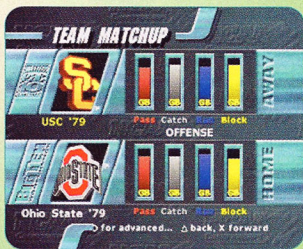
Team

Alabama 89Ala_89
Alabama 92Ala_92
Arizona State '96ASU_96
Colorado 89Col_89
Florida 95Fla_95
Florida 96Fla_96
Florida State '92FSU_92
Miami 83Miami_83
Miami 85Miami_85
Miami 86Miami_86
Miami 89Miami_89
Miami 92Miami_92
Miami 94Miami_94
Michigan 91Mich_91
Nebraska 83Neb_83
Nebraska 91Neb_91

Code

Ala_89
Ala_92
ASU_96
Col_89
Fla_95
Fla_96
FSU_92
Miami_83
Miami_85
Miami_86
Miami_89
Miami_92
Miami_94
Mich_91
Neb_83
Neb_91

Nebraska 92Neb_92
Nebraska 93Neb_93
Nebraska 95Neb_95
Nebraska 96Neb_96
Nebraska 97Neb_97
Notre Dame '89ND_89
Notre Dame '90ND_90
Ohio State '79OSU_79
Oklahoma 79Okl_79
Oklahoma 87Okl_87
Penn State '78PSU_78
Penn State '82PSU_82
Penn State 85PSU_85
Penn State '94PSU_94
UCLA '88UCLA_88
USC '88USC_88



► Once you enter any of the bonus teams they will appear on the team select screen.

Resident Evil 2: Dual Shock Edition Unlimited Ammunition

The world of survival horror definitely deserves a revisit now that there is an unlimited ammo code. Once entered, every weapon you've found, as well as those you find later, will have unlimited ammo. This means you don't have to spare the blood. You can kill every single zombie in the game without a

care in the world. Anytime during gameplay, go to the Options menu by pressing SELECT. Enter the Key Config. menu and press and hold R1 while you tap **MANUAL**. At the last button press, the word "Manual" in the center of the screen will turn red. All you have to do now is return to the game and never take your finger off the trigger.



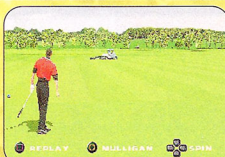
► You will know the code worked when the word "Manual" turns red.



code fix of the month

Tiger Woods Golf 99 Exploding Golf Cart Trick

This cool little secret for *Tiger Woods 99* was actually supplied to us by a reader. Patrick Cyrus of Louisville, KY, discovered that while on the driving range at the practice facility, you can hit the range cart that goes around picking up the balls. Even cooler is if you hit it three times, the cart will explode.



► It will take you some time and skill to hit the golf cart on the driving range. It's a moving target after all.



► Hit the cart three times and boom! The cart will explode. Thanks to Patrick for sending in this picture from his TV!

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Starting this month we've decided to pull-out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.

T'ai Fu: Wrath Of The Tiger

Level Select

Has a particular level got you stuck and you don't feel like playing through the game to learn all the fighting styles? Here's the way to explore the entire map with out having to deal with actually beating any of the levels. To bring up a level select menu, press R1 + R2 while you are walking between levels. You will be immediately taken to the level select, where you highlight any level, then press X to enter.



► Press R1 + R2 when walking between levels to see the Level Select Menu.

► Once the Level Select Menu appears you can highlight any level, including the final boss conflict and press X to enter.



Oddworld: Abe's Exodius

Jump To Next Level

Does a particular area in the latest of the *Oddworld* series have you completely stumped? Some areas can be so tough that it may drive certain people to never pick the game up again. This would be a complete shame, as the entire thing is worth playing! To help you along the way, we've got a code that will let you jump to the next major area of the game. The down side to this is that you will miss several Mudokons by jumping around. To jump to the next area, during gameplay (do not pause), press and hold R1, then press $\square \square \square \square$. When entered correctly, you will automatically transport to the next area.



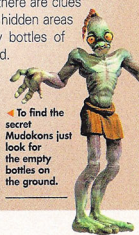
► You enter the code on the normal gameplay screen anywhere in the game.

Finding The Secret Mudokons

This is more of a useful tip than an actual cheat. To get all the Mudokons in the game, you're going to have to find several that are secretly hidden. You aren't left searching blind—there are clues about. Secret Mudokons and hidden areas will all be marked by empty bottles of Soulbroom Brew on the ground.



► To find the secret Mudokons just look for the empty bottles on the ground.



Bust-A-Move 4

Talk Demo Mode

Last issue, we brought you three codes for this charming and addictive game, but we're not done with divulging the secrets for this game yet. We came across one last code for the Talk Demo Mode, which lets you see all the little conversation bits between the various characters that you see during the Player Vs. Computer mode. To enable the mode, you must first enter the All Characters and Tarot Reading codes which are listed below. After both codes are entered, go to the "Press Start" screen and press $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$.

► A sound will be heard when entered correctly and when you enter the Options menu, you will find the new Talk Demo option.



► enter all the codes on this screen. You have to be somewhat quick though as the game will flip into demo mode after a few moments.

► After entering the code enter the Options menu and the new option will be at the bottom.



► Within the Talk Demo option you can pick the characters who you want to talk to each other. When you have selected the characters select start to see them talk.



► Now you can get every bit of storyline the game has to offer.

Tarot Reading

Normally beating story mode will open the Tarot Reading option in the Options Menu, but with the following code you can open it immediately. This is a bizarre little mode where you get your cards read. It's actually kind of fun, but won't put any psychics out of business. At the press start screen, press $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$, then check the options to see the effect.



► When you get your cards read you actually get to cut the cards yourself.

All Characters

With the bonus characters you will bring the total amount of characters from 10 to 16 characters. At the press start screen press $\blacktriangle \blacktriangle \blacktriangle \blacktriangle$ and you will hear applause. Now start a game in any mode and when you get to the character selection screen there will be a lot more characters to choose from.

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

Call 1-900-772-4PSM

If you're under 18 years of age, please get your parents' permission before calling. Calls are \$1.49 per minute.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Asci	(900) 288-2724
Atlas Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(800) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psychosign	(900) 976-4468
Ready Soft	(905) 475-801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

International Superstar Soccer Pro 98

Most sports games include some kind of hidden team with maxed out attributes and *ISS 98* is no exception. To play as the over achieving Classic All Stars, go to the Main Menu and highlight Exhibition and press **↑ ↑ ↑ ↑**. **○ X**. Clapping will be heard when you enter the code correctly. To find the new team, choose Exhibition and while on the country selection screen, press and hold **L1 + R1**. The Classic All Stars will appear and while you're still holding the buttons, press **X** to choose them.



◀ Highlight **Exhibition on the Main Menu** before entering the code.



► After entering the code, go to the Team Selection screen and press and hold L1 + R1 to make the Classic All Stars appear.



◀ The Classic All Stars even have their own fans, who wave black and white All Stars flags in the crowd.

WCW/NWO Thunder More Thunder Codes

Last issue we brought you the first codes for this latest WCW/NWO game. We're back with more, including some of the best codes yet!

[View All The FMV Sequences](#)

A tremendous amount of video clips of your favorite wrestlers have been included in the game. Normally you would have to play through with every character to see the cinemas, but with one code, you can see all of them, one after another. To see the cinemas, enter the Options screen and press R1, R1, R1, L1, L1, L1, L1, SELECT. The first set of videos feature the various wrestlers coming down the ramp towards the ring. Press $\blacktriangle + X$ to advance to the next cinema or $\blacktriangle + X$ to move back a cinema. Press START to exit. Now you can watch your favorite stars take the ring!



◀ Now you can take in the wrestlers entrances, (taken straight from the TV show) over and over again.

Cage Ring In Any Match

The cage match is always over the top, but it doesn't have to be a rare event. Now you can choose the cage ring in any type of match. To enable the cage, enter the Options menu, highlight the ring select option with "Random" displayed and press R1, R2, R1, R2, SELECT. You will hear the word "cage" when entered correctly and the ring select option will say Cage.

Rally Cross 2

Open Everything!

Back in February, we brought you a ton of codes, including one that accessed just about every car in the game. Unfortunately, you had to play through the last race in the championship to unlock the last couple of cars, but no longer! Now you just have to Start a New Season and when you get the enter name screen, enter "moobmoob". Now when you enter the season menu, you can go to the car select screen and find all the cars in the game. Back out and use the cars on any track in any mode!



► The code opens every single car...



▶ Start a season and when you get to the name entry screen enter "moobmoob", then back out at play any mode.



select car

power: 330 hp
top speed: 128 mph
weight: 2986 lbs

◀ ...and all the tracks in one shot!



► The cage cannot be accessed using the ring select code from last issue, making this the only way to access it.

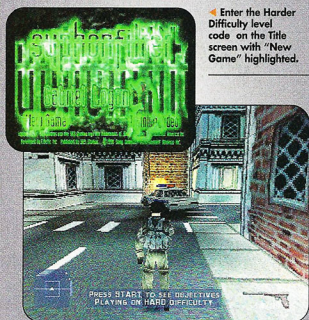
Swing Dancing Wrestlers

To prove that anything can happen in wrestling, with the following code, you can make the wrestlers dance together rather than fight. The scary thing is that they are swing dancing. To get the code to work, you must first enter the Ring Select code printed below. Then once entered choose the USO ring. To make the wrestlers dance, press L2 or R2 or any of the other basic wrestling moves. You can also press L1 to make the camera can around to the other side of the ring.



▲ Forget *Silent Hill* — it doesn't come much freakier than this!

Why anyone would want to make *Syphon Filter* more difficult is beyond us, but if you're a glutton for punishment, it is possible. While "New Game" is highlighted on the Title Screen, press **♦ + L1 + R2 + SELECT + □ + ○ + X**. You will hear Gabe say "Damn it!" when entered correctly and when you start the first level, the screen will say "Hard Difficulty" under the area name.



◀ Enter the Harder Difficulty level code on the Title screen with "New Game" highlighted.

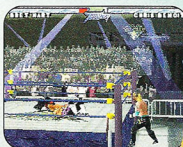
▲ After the code has been entered and you have started the game, you will get an on-screen message saying that you are now playing on the Hard Difficulty.

Ring Select

There are several wacky rings to wrestle in. To find the hidden rings, go to the Options menu from the main screen and press R1, R2, R1, R2, SELECT. Each time you press SELECT after that, the ring will advance by one. Continue to cycle through the rings with this method and the hidden rings will begin to appear. You can cycle the other direction by pressing L1, L2, L1, L2 followed by SELECT.

Interference

Just like in the real thing (if you can call wrestling real), you can request the support of one of your wrestling buddies. To call in some interference from another wrestler, simply press SELECT during a match.



◀ Apparently the wrestler that comes to your aid will be randomly selected. We suppose it might have something to do with who has the night off.



SORRY
PAL, BUT THE
STINGER DON'T
DANCE, SO DON'T
EVEN ASK UNLESS
YOU WANT THE
SCORPION!

game shark codes

AKUMI! THE HEARTLESS

Extra Spell Ammo.....	80091c240001
Extra Health.....	8006981e2400
Enable All Levels.....	800c4704000f

BUGS' LIFE

Infinite Health.....	800a65940004
9 Lives and 50 Grain.....	800a65a03209
FLIK.....	300a65a2000f

FIFA 99

Home Team Score 0.....	80034d400000
Away Team Score 0.....	80034d440000

INVASION FROM BEYOND

Infinite Shields.....	800161740000
.....	8001634c0000
Infinite Scientists.....	800856c80063
Infinite Component 1.....	800856cc0063
Infinite Component 2.....	800856d00063
Infinite Component 3.....	800856d40063

KENSHI! SACRED FIST

Infinite Health P1.....	800c4d700090
.....	800ce25c00c0
Infinite Health P2.....	800c4d860090
.....	800cf5f800c0

KNOCKOUT KINGS

Max Creation Points.....	800b0a7c0064
.....	800c12ac0064
.....	800c09e00064
.....	800c12b00064
.....	800b03500064
.....	800c12b40064

MARCH MADNESS '99

Infinite Creation Points.....	8013e1480259
Full Momentum Home Team.....	80122b900063

Full Momentum Away Team.....	80122b900000
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NCAA FINAL FOUR '99

Home Team Score 0.....	800670540000
Away Team Score 0.....	800675180000
Home Team Score 150.....	800670540096
Away Team Score 150.....	800675180096

RIVAL SCHOOLS

Infinite Health P1.....	801efa0200c8
Max Power P1.....	801efa180090
Infinite Health P2.....	801efa0200c8
Max Power P2.....	801f0f180090

SOUL BLADE - GREATEST HITS

Infinite Health P1.....	800c017a00f0
Infinite Health P2.....	800c30b200f0
Infinite Power Moves P1.....	800c02d80096
Infinite Power Moves P2.....	800c320e0096
Low Health P1.....	800c017a00f0
Low Health P2.....	800c30b200f0
No Power Moves P1.....	800c02d80090
No Power Moves P2.....	800c320e0090

STREAK

Infinite Turbo.....	801b5b844000
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TENCHU

Resurrection Leaf.....	300104160063
.....	300104360063
Chameleon Spell.....	300104170063
.....	300104370063
Protection Amulet.....	300104180063
.....	300104380063
Lightfoot Scroll.....	300104190063
.....	300104390063
Fire Eater Scroll.....	3001041d0063
.....	3001043d0063
Decoy Whistle.....	3001041e0063

No Carry Limit.....	3001043e0063
.....	d01ffdf80002
Dog Bones.....	801ffdf80000
.....	3001041c0063
Infinite Health.....	3001043c0063
.....	d00ce226800b
.....	8001d2dc2411
.....	d00ce226800b
.....	8001d2c2411

TEST DRIVE 5

All Cars Open.....	8009db560202
.....	8009db580202
.....	8009db5a0202
.....	8009db5c0202
.....	8009db5e0202
.....	8009db600202
.....	8009db620202
.....	8009db640202
.....	8009db660202
.....	8009db680202

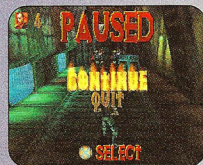
WCW/ N.W.O. THUNDER

Enable Larry Zbysko.....	30079fa70001
Enable Sonny Onoo.....	30079fa80001
Enable Mongo.....	30079fa90001
Enable Kaz Hayashi.....	30079faa0001
Enable Jimmy Hart.....	30079fab0001
Enable Rick Rude.....	30079fac0001
Enable Enos.....	30079fad0001
Enable Psychosis.....	30079fae0001
Enable Juventud Guerrera.....	30079faf0001
Enable Rick Fuller.....	30079fb00001
Enable M.C. Myque.....	30079fb20001
Enable Dave Hoffman.....	30079fb30001
Enable Leland Mah.....	30079fb40001
Enable Sanders.....	30079fb50001
Enable Donn Nauert.....	30079fb60001
Enable Jym Kelly.....	30079fb70001

Apocalypse

More Apocalypse Cheats

Back a few issues ago, we printed several codes for this fun shooter featuring Bruce Willis. We're back with more, some useful and some not so useful. All the following codes are entered while the game is paused and while you are holding L1. When entered correctly, you will hear a gun cock.



▶ To enter any of the codes, you must pause the game during gameplay by pressing START.

Code

Full health.....	▶ X
Unlimited lives.....	▶ X
Continue From Last Location.....	▶ X (Only works after you continue

Effect

▶ X	Full health
▶ X	Unlimited lives
▶ X	Continue From Last Location

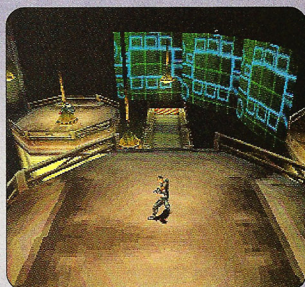
Bottomless Falls.....	XXXXXX (Falls will never end while this code is enabled. Repeat code entry to return to normal mode.)
Disable Weapon/Health Display.....	▶ ▶ X



▶ The bottomless fall code is simple. Once entered and you fall or jump off the edge, you will descend forever. To stop falling, you will have to re-enter the code.

from losing a life.)

▶ You can only get the "Continue From Last Location" code to work after you have died at least once and continued on in the game. Once entered, you will be taken to a menu full of starting points within the level. Simply choose one and jump to that starting point by pressing X.



▶ The addition of a clear screen option is very much appreciated, as it allows the player a completely clear view of the action, with no health bars to clutter things up. There have been times when we wished more games had this "enlightening" option.

LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues



▲ Here the PSM team reenact the famous "monkey and the monolith" scene from Stanley Kubrick's breakthrough science fiction film, "2001".

Hey, PSM. How's it going over there at the offices? I know you're hard at work and everything, but I have a favor to ask of you. You see, I have this cousin. His name is Jan. Jan has a problem. It all started when I was over at his house and he was doing his homework. Jan's the schoolboy type, so you'll see him with books in his hands everywhere he goes. I suggested that we take a break and play some videogames or something. And you know what he said? "I've got no time for PlayStation, cuz. Gotta finish this homework." HOMEWORK?! He'd rather do HOMEWORK than play video games?! I knew at that very moment that this guy had a very serious problem.

So this is where you come in, PSM. We've got to somehow get a message

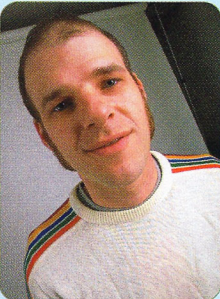
across to Jan that life's not all about homework, and that in order to live a healthy life, you've got to set aside some time for a little PlayStation! I hate to see poor Jan in his room doing his homework, and his unused PlayStation just sitting there collecting dust. It's kinda sad, actually. I don't think there really is any hope for him. (SOB) If there is but one chance he could be helped, I know you guys at PSM will give him that chance. Just a little reply in an upcoming issue could change Jan's life forever. (SIGH) Well, thanks for your help. Keep up the great work on the magazine, and please don't leave any distress calls hanging.

Kenneth A. Azurin
Los Angeles, CA.

► **NOAH:** You probably don't want to hear this, but it is you, Kenneth, who seems to have the problem. You have to respect Jan for saying no and sticking to the books. Mastering every one of Paul's combos from *Tekken 3* is a worthy goal to achieve, but it pales in comparison to study, homework or your education.

I get your point though, Kenneth. I'm a firm believer in taking time out from the stresses of work, school and life in general. For me, games are a great outlet. I find that taking breaks always helps me to approach my work fresh and inspired, and keeps me from burning out.

So this is directed to you, Jan: take a break from the homework occasionally and turn on your PlayStation. Schoolwork is important, but you've got to balance it out with a little fun every once in a while, or you'll end up going nuts!



▲ Oh yeah, Noah believes in breaks—in fact, he's almost always on one...

What's up guys? I see you got your import section back and it's looking great. I think you should give it back the four pages it deserves, though. I liked the import section ever since it first appeared in your mag. Keep up the good work, Chibi-Chan. I also saw the news article on the *Tekken* anime and it looks great, but I don't think they should change the music to a more American style. I love the Japanese style music in anime, and I think they should leave the anime in its original form and only change the voice acting to English.

Also, videogame developers should be more encouraged to send gamers demos of their games if they want their game to sell well. I really didn't pay much attention to *Bust-a-Groove* before I got the demo because I really didn't think it was my type of game. However, when I played the demo of it, it made me realize how good a game it really is. You see, demos can really change your whole opinion of a game.

Joshua Misho
Detroit, MI

► **STEVE:** Thanks for your compliments, Joshua. I will be sure and forward them to Banzai. He is always happy to hear from his fans. We are still debating if we should increase the size of the Nihon Game Otaku section. If enough of our readers want it, then perhaps we will let Banzai have a few more pages. So, if you really want even more Japanese coverage, please email us and let us know what you think.

I have to agree with you about the whole anime music thing. I hate it when the U.S. anime companies decide to replace the original

LINK-UP

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite game, your current fave games, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

► **Ben Marsh**, age 13
benmarsh@tinsnet.com

Favorite Games: FPSs, import anything
Favorite Games: FF7, Metross VFX, Dragonball Z Legends, Sulkidex, Xenogears and Pokemon

► **Joe Sousa**, age 22
joesousa@earthlink.net

Favorite Games: Adventure, Action
Favorite Games: Metal Gear Solid, Resident Evil 1 & 2, Choro Q2, Q3, Tenchu, One

Quote: "LOVE the Playstation or LEAVE it"

► **Anthony Martello**, age 14
anthony100@yahoo.com

Favorite Games: RPGs, Action/Adventure
Favorite Games: All the FF games, Kamen vs. Street Fighter, Marvel vs. Capcom, Bloody Roar, WWF Warzone, Tekken 3, Wild Arms
Quote: "You smell what the crock is cookin'?" - DX

► **Mike Chaleff**, age 13

1778 Turk Road
Doylstown, PA 18001
Favorite Games: Survival Horror, Car Combat, Racing, Wrestling
Favorite Games: Resident Evil, RE/DG, Resident Evil 2, Twisted Metal 1-3, Vigilante 8, Need For Speed III: Hot Pursuit, Ridge Racer

► **Joe Youmans**, age 17
RollerPlayer@webtv.com

Favorite Games: RPG, Strategy, and Action/Adventure
Favorite Games: Final Fantasy Series, Phantasy Star, Metal Gear Solid, Breath of Fire III, besides that most every RPG ever made no exceptions made
Quote: To buy this game or to buy this game

(Continued on pg. 104)

PAUSE

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

THIS MONTH'S TOPIC: What Do You Want to See In the New PSM?

Every month we find some new aspect of PlayStation gaming to talk about, dissect and argue over here in this section, but this issue, I'd like to try something different. This time, I'd like to talk about videogame magazines, specifically, our very own PSM.

As I've hinted in my past columns, we're looking to revise and update our fine mag sometime in the near future. Now, we've put a lot of effort into making PSM the best it can be since the day we started, and quite frankly, we think we've done a pretty good job. You guys seem to enjoy it, and that's our only real goal. Of course, we don't want to toss out everything that makes PSM fun for all of us, so don't worry. What we do want to do is take what makes PSM great, add fresh new ideas to it, and tweak a few other things. Let's face it, we've been around for over 20 issues now, and no matter how good PSM is, it could use a bit of

a facelift after such a long run.

We're pretty damn excited about the whole idea. With so many cool new PlayStation games coming out the latter half of this year, plus the PocketStation and the ongoing saga of PlayStation 2, we're totally pumped right now. We're chomping at the bit to take all that excitement and extra energy and put it directly into taking the magazine to a whole new level; an amazing new PSM for a new era in PlayStation gaming.

So, what we want to hear from you is what you'd like us to do with this "new" PSM. What new sections would you like to see?

What existing sections would you like to see more or less of? What do you think is most important in reviews and previews? Basically, what do you really love about the current PSM, and what do you think needs more work? This is your big chance to tell me what you'd like to see done with your PSM. Just send your thoughts to the address at the top of the page, and I'll print your most interesting responses. Remember to include your name, and keep it brief!

► CHRIS SLATE

"A NEW PSM FOR A NEW ERA IN PLAY- STATION GAMING"



PAUSE FEEDBACK: MARCH Selling The Game

Here are your responses to our Pause topic for issue 19 (March, 1999). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say...

So, ya want to know what I think about videogame ads? Well, most of 'em have been pretty weak. The two best I've seen have been *Zelda 64* and the one for *Metal Gear Solid*, mostly because they've shown a lot of the game and not relied on stupid gimmicks like a certain other game company (Sega).

Armando Sanchez
Usaac789@aol.com

A lot of times, I think they don't show the game in the commercial 'cause they know it's crap. *Contender* had a really funny commercial, but it didn't really have many shots of the game. Low and behold, that game totally SUCKED!!!

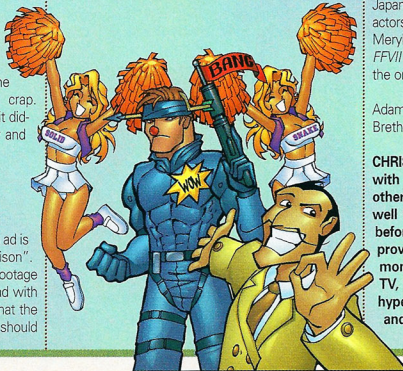
Max Levin
yoshi130@aol.com

Currently, I think the most annoying PlayStation ad is the one for *Twisted Metal 3* at the "Clown Prison". They show a grand total of .02 seconds of footage from the actual game. I would like to see an ad with actual footage, so I at least have an idea of what the finished product looks like. These companies should

really think about their commercials before they go out on television.

Daniel Bruggemeyer
VirusA@aol.com

I'd like to start by comparing two commercials of the very same game, *Metal Gear Solid*. The first commercial just shows a soldier passing stupid tests to go on a suicide mission, and shows you next to nothing about the game. That really didn't get my attention. But after seeing the second commercial, the first thing I did was want to play the game. It showed plenty of action and suspense that the game has so much of. I was very impressed with the second ad.



That's how companies should show off their games.

Will Arango
Vegeta980@aol.com

I rarely see a videogame commercial that actually portrays what the game is all about. Case in point: what the hell is going on in the *Tomb Raider* commercial? I don't care if he has pink hair, what's the game like?

The Station Man
wood17@jps.net

I think there should be two main parts to a videogame commercial: gimmicks, to a limited extent, and gameplay shots. Unless you're trying to entice only hardcore gamers, having all gameplay will not make a person stop to take notice.

Suraj Das
wet_paint@prodigy.net

The real problem to me is when ads lie or use misleading information. I've seen ads for games that claim features which don't exist. The ads would be a lot better if they truthfully told me why I'd want to play the game. Why would I want to lose sleep to finish just one more level? What makes the story and characters so great?

Squiggly P.
Squiggly_P@juno.com

The main problem with the magazine ads is that the companies and agencies don't show you just any scene from the game. Unfortunately, they search and display the few impressive shots that make it look cool. Expert gamers know to scan for the publisher and developer as well.

Zak
Zanime@juno.com

TV Ads? Most of them are funny, but I think we should do it the way the Japanese do. They have real people act out scenes from a game (like in the Japanese *RE2* commercial). I think it'd be great to see actors playing *Fai* from *Xenogears*, or *Snake* and *Meryl*. My most-liked commercial is a tie between *FVII* and *Parasite Eve*, while my most-hated ad was the one for *Twisted Metal 3*.

Adam Alvarez
Brethren99@aol.com

CHRIS: It looks like we're all on the same page with this one. Advertisers need to substitute other products into their game ads and see how well they work. A videogame is a product, and before we fork over our cash, advertisers need to prove to us why their product is worth our money. Chances are, if a game warrants an ad on TV, there are at least a couple cool features to hype up—let's hear more about those, and less of the nonsense.



Hey, my name's Tony, I've been a long time subscriber, but a first time writer. I've rustled up some questions that I would like answered.

1. You know what would be cool? An RPG, that has fighting game elements. Like when you went into to battle, the engine would be exactly like *Tekken 3*. I think it would be awesome if Namco and Square made one. What do you guys think?

2. When the PSX 2 comes out, how many bits do you guys think it will have, and how about the price?

3. Could you explain in more detail about the PocketStation? Your article didn't really make that much sense.

4. Why doesn't THQ make a good WCW game for the PlayStation? I love N64's *WCW/NWO Revenge*, but Nitro really sucked and Thunder doesn't look that much different.

Anthony Green
agreen90@hotmail.com

► **STEVE:** Howdy, Antony. Thanks for writing in. I just hope I can answer all your questions. Let's get started.

1. Well, the combination of an RPG and a fighting game would be awesome. The thing is, it would require a lot of time for a company to create a quality RPG and a quality fighting engine. Most companies can't do both things well. The only game that we can think of that comes even remotely close is Sony's *Legend of Legaia*. Its fighting system is unique in the regard that you can type in movies, via the d-pad, and control what sort of attacks your characters do. You can even create custom-style combos that take off a lot of damage. Think of it as an enhanced version of the *Xenogears* fighting system.

2. Well as you know by now, the cat is officially out of the bag! The next Sony console is the world's first true 128-bit system, way better than Sega's Dreamcast. Pricing is up in the wind right now, but I am sure that Sony will keep the cost as low as possible. \$250 to \$300 sounds about right.

3. We don't have much information on the U.S. launch of the PocketStation right now, but you can expect a full hands-on report as soon as Sony starts talking. In Japan right now, those things are harder to find than PSM's second issue!

4. Who knows? Maybe, now that EA has the WCW license we can look forward to seeing some really cool wrestling games.

Sorry about the list, but here it goes anyway:

1. What's this Dex Drive I'm hearing so much about? My friend told me it was some sort of super memory card. Is this true? If so, what would anyone need so much room for saving games for? Seems like a waste to me, but

then, I'm not sure what it really is.

2. I saw the pics of *Ace Combat 3* in issues 17 and 18 and flipped! I love the series, but was a little disappointed when *Ace Combat 2* came out. Do you know if Namco was planning on bringing back the Head-to-Head feature? I know it wasn't that popular in *Air Combat*, but at least it gave it an extra option.



▲ Everyone at PSM is waiting for *Ace Combat 3*, Matt!

3. Do you know anything about a second *Metal Gear Solid*? I read in some magazine that Konami was already in the process. This would definitely be a winner!

Matt Carriere
TVAtic@aol.com

► **NOAH:** Don't worry about the list, everyone does it.

1. The Dex Drive has been covered extensively in the last several issues, so you might check there for a more detailed review of the product. The device hooks up to a PC like an external disk drive which you can use with memory cards. With it, you can take saves from your memory card and put them into your computer or e-mail them to your friends who also have Dex Drives. It also enables you to download game saves from websites. It is not a memory card unto itself however. It's a very cool product if you have the set up.

2. What do you mean, you were disappointed with *Ace Combat 2*? That happens to be one of my favorite games, Matt. It is far better than the already killer original *Air Combat*. What you were upset about was the lack of any head-to-head mode, something that was in the first game. I thought the two-player mode from *Air Combat* kind of sucked, so I didn't miss it in the sequel. Besides only a link-up mode would do the game justice. As far as there being a split screen mode in *Ace Combat 3*, the answer is no, but it should still be one incredible game.

3. You can safely guess that any game that did as successfully

as *Metal Gear Solid* will have a sequel and the project is most certainly under way. Konami probably agrees with you that it would be a winner. This isn't exactly rocket science. Predicting that there will be another *Metal Gear* is like predicting that bread will mold when you leave it in the drawer for a month (just ask Chris)!

Hey guys, great mag, your reviews are still some of the most dependable in the biz. Anyway, I have a couple of pressing questions that I was hoping you guys could answer...

1. I finally got to see *Soukaigi* in action, the game is amazing. Does Square have any plans to bring it over here, or is it going the way of *Tobal 2*? That would be a shame, it could be one of their best. The intro alone had me awe stricken. Is there some way to start a petition to get Square to consider this? It would be worth a try, the game rocks.

2. Has there been any more news regarding the *Final Fantasy* movie? Anything at all would be great to know.

3. Why does Capcom persist in making the VS. games (like *X-Men vs. Streetfighter*) for the Playstation? I loved them in the arcades, but the watered down versions just make me queasy. Capcom doesn't need to just throw games on the market, they already have tons of great games. Why put out games that don't come close to their potential? Is the extra money worth it?

4. How do you go about finding a Yaroze? Do you have to get it officially from Sony, or can you just find it on the internet somewhere?

SeekerX
seeker_x@yahoo.com

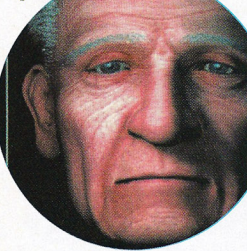
► **FRAN:** We always try to keep our reviews top notch since we know that our readers hate throwing away their hard earned money. Steve's asked me to help you out with your first two questions, so here goes...

1. Square hasn't made any announcements about whether or not they're bringing *Soukaigi* out in the US, but it's a safe guess that they won't. The company has a lot of titles on its plate that are currently or about to hit the Japanese market, and you can expect to see these more recent releases (*Chocobo Racing*, *FF Compilation*, etc.) filling in the company's release schedule. It's a bummer about *Soukaigi*, but with mixed responses to the game from Japan and importers in the US, Square was probably hesitant about doing so.

2. *Final Fantasy: The Movie* is slated for release in U.S. theatres in the summer of 2001 and it looks absolutely amazing, from what Square showed to



us on a recent press trip through the PSM offices. They're currently trying to drum up a lot of Hollywood support for the film, and are looking to recruit some really big



▲ Expect this level of detail and quality in Square's new *Final Fantasy* movie.

names in the industry to do the voice acting. Expect it be nothing short of spectacular when it comes out.

► **STEVE:** Thanks for answering those questions, Fran. I can take over from here. How are you doing, Mr. SeekerX?

3. Well, if you have read the letters section in past issues, then you probably have a good idea of my opinion on the versus games. I feel that they should have never been released on the PlayStation, due to the fact that the console can't handle the tag-team feature. Granted, *Marvel Superheroes vs. Street Fighter* is a very good conversion but it still is not completely arcade-perfect. When you take away the one innovative feature that a game has, then that game just becomes average. Still, the most important point is this. *Street Fighter* games sell, regardless of how good or bad they are. Capcom knows this and will continue to release *Street Fighter* games as long as they continue to make the company money. All we can ask is that Capcom try and

games go hollywood?

Hey, how are you guys doing? I love your mag and have been a reader since day one. I hope you guys keep on giving us 100% unbiased opinions on the PlayStation. Now, on to the questions.

1. Is there any news on *Resident Evil 3*, because I am the biggest *RE* fan ever!
2. What happened to *NBA Shootout '99*? I was planning on buying it but now Sony isn't releasing it. I love NBA video games and don't know if I can live without *Shootout*.
3. Don't you fine people think that *Metal Gear Solid* should be turned into a movie? That game has the greatest story line ever and would make a great movie.
4. Whatever happened to Electronic Arts getting the WCW license? I am very curious to see what EA can do with wrestling. In my opinion, THQ made good games for N64, but their Playstation games fell a bit short.

Well, that's all from me. I hope you will put this letter in your mag. I am really looking forward to see the answers to my questions.

Bruce Bigg
Bayonne, NJ

► **FRAN:** Hey Bruce, thanks for the support for the mag. Now let me get to your questions.

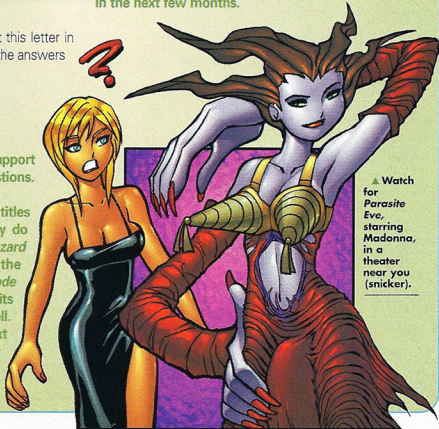
1. For now, Capcom isn't planning any titles with the name *Resident Evil 3*, but they do have a lot of titles based on the *Biohazard* franchise in development. While the Dreamcast will be seeing *Biohazard: Code Veronica*, the PlayStation will be getting its own survival horror-type game as well. Check out our coverage on Capcom's next *Resident Evil*-esque game in this very issue! You can bet that characters like

Leon and Claire will be back once Sony's next system ships.

2. 989 Studios is hard at work on *Shootout 2000*, though it's a shame that we won't be seeing a *Shootout '99*. You may want to check out *NBA In the Zone '99* from Konami for your hoops fix.

3. With the US rights to Square's *Parasite Eve* being scooped up by Madonna for a movie, it would make sense if Hollywood considered *Metal Gear* for the same treatment. We haven't heard anything yet, but watch this space.

4. Yeah, we agree with you, Bruce. THQ's wrestling past on the PlayStation has always been rather hit-or-miss, but you might be seeing WCW games from EA later this year. As for THQ, they've acquired the WWF license from Acclaim which should go into effect with in the next few months.



▲ Watch for *Parasite Eve*, starring Madonna, in a theater near you (snicker).

Illustration: Ryan Kinnard

make the conversions as good as possible. And for the most part, the company has.

4. The Net Yaroze development system can only be purchased directly

from Sony. It costs about \$750 and is designed to help fledgling developers to design their own games. Unfortunately, when we last visited the official Net Yaroze site (<http://www.scea.sony.com/net/ind>

ex.html), it said that Sony was no longer accepting memberships to the program. It is unknown, however, if this means that Sony has stopped selling the actual Yaroze units altogether (we'll check up on that soon).

that is the question

► **Peter Ly:** age 13

Byebye@charnet

Favorite Games: RPG: Fighting, Action
Favorite Games: *Metal Gear Solid*, *Brave Fencer Musashi*, *Cool Boarders 3*, *RE 1&2*, *Tekken 3*, *Final Fantasy 7*

Quote: Shakes don't belong in Alaska.

► **Meghan "Tita" Schubert:** age 13

533 Revue Dr.

Turnersville NJ 08012

Favorite Games: RPG: Action/Adventure.
Favorite Games: *FF7*, *FF2* and *3*, *Breath of Fire 3*, *Castlevania S&M*, *Resident Evil 1* and *2*, *Tekken* (all), *Parasite Eve*, all *Tomb Raiders*, and *Metal Gear Solid*.

► **Chris Revier:** age 18

Middtown.08@hotmail.com

Favorite Games: RPG's and wrestling games

Favorite Games: *Wild Arms*, *FFVII*, *FFI/Metal Gear Solid*, *RE1* and *2*, (wow) wrestling games, and anything made by square soft.

Quote: I'm the Wise Man of Video Games!! what's your question?

► **Andrew Rowe:** age 14

Deafroweb@aol.com

Favorite Games: Action, Adventure, Action/Strategy, RPG, Racing, Action, Survival Horror and Wrestling.

Favorite Games: *Metal Gear Solid*, *Resident Evil 1&2*, *Final Fantasy VII*, *Gan Turismo*, and *Final Fantasy Tactics*.

Quote: That's the way uh uh uh I like it uh uh uh!

► **Scott Brian:** age 15

Joker.3883@yahoo.com

Favorite Games: RPG's, Car Combat

Favorite Games: *Resident Evil Directors Cut*, *Metal Gear Solid*, *Twisted Metal 1 and 2*, *Einherder*

Quote: Home again, home again, jiggy jig.

► **Magnus Rits:** age 17

thehigh5@hotmail.com

Favorite Games: Any Original game

Favorite Games: *Bust-A-Groove*, *Hot Shots Golf*, *Devil Ace*

Quote: "Games, GAMES, GAAAAMES!! Me? An addict? No Way!"

(Continued on pg. 106)

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BOH
Big Game Hunters

I have a few questions to ask and some more requests to make. Here goes!

1. I am glad that the Nihon Game Otsu section is back but what is the deal here? Only two pages? Even 50 pages would not be enough for you to print all the game information from Japan, if you ask me. Chibi-chan deserves four to five pages, at the least.

2. I really enjoy reading the Smart Bomb section, but I just thought of an idea that will make it even more interesting. Let the readers submit their own Smart Bombs. And you guys (and gals) can pick three or four of the best and funniest ones. Then, you could run them in the magazine and there would be a prize for the winner (free games, controllers, PSM merchandise, etc.).

PSM merchandise, etc.).

3. While *Street Fighter Alpha 3* for PS sucked, will *Alpha 3* be an arcade-perfect game? When is its release date? I really need to know so I can determine if I want to buy the import or U.S. version.

4. I have a request for Chibi-chan. Can you do strategy guides for import games that will never see the light of day in the U.S. (*Gundam G Generation*, *Super Robot Wars F*, etc.)? I would love to see helpful tips in these games in upcoming issues of the Nihon Game Otsu.

James Huh
Danville, CA

I am glad that the Nihon Game Otsu section is back, but I hope that it will go back to being four pages again. That is one of my most favorite sections of PSM. Banzai, tell that crazy Chris Slate that he needs to give you more pages so that you can cover even more cool Japanese games. And don't let him trick you out of it!

Mike Handerson
Salt Lake City, UT

► **BANZAI:** Hey Chris, hear that,

HEY, WHAT DO YOU MEAN "ALPHA 3 SUCKED"? IT'S ONLY THE BEST FIGHTER EVER MADE FOR THE PLAYSTATION!

tomodachi? The fans have spoken! They want Nihon back at full strength, so what do you say?

► **CHRIS:** Chibi, I'm all for it. I hated having to drop back to two pages, so you've got my permission to immediately go back to four. The only thing is, with Blake taking off and all, we're a little

WHA--?! WHO PUT THIS GLUE ON MY HEAD? MY HANDS ARE TOTALLY STUCK! AHHHHH!!!

short-handed here at PSM Headquarters, so you'll have to handle the extra workload. But that's okay, right, Chibi? I mean, you don't have to spend so much time in Akibabara and play every single new game anyway, right?

► **BANZAI:** Gah! What do you mean, not play every game? I'm Banzai Chibi-Chan! I've got a reputation to uphold! Sorry Mike, but it looks like we'll have to stay at two pages, at least until Slats-san can get his act together! Kismet...

For the past few months, the PSM Letters section has seen its share of demands and questions concerning the end of the *Mega Man* series. DOES

thumbs down, way down

1 I enjoyed the pre-PlayStation *Contra* games. The two *Contra* games for the PlayStation are plain crap. Is there any hope for the future?

On a different note, my friends and I were having a debate, and would like to get your opinion. Which of the two movies sucked the big one, *Street Fighter the Movie* or *Crow: City of Angels*?

soz1@juno.com
LIC, New York

► **CHRIS:** I'm going to answer your questions in reverse order: My award for Maximum Suckiness goes to that wretched *Crow* sequel. *Street Fighter* was bad, but the *Crow* was a much bigger disappointment because the first movie was so good. *Street Fighter* gets an honorable mention, though.

As for your first question, I agree completely that Konami, even though they are card-carrying High Lords of Gaming, have took a massive dump on the *Contra* series. Shame on them. I used to love *Contra* in the arcades, on the NES, Super NES and Genesis. Maybe someday Konami will get its act together and put one of its top teams on *Contra*—



Illustration: Ryan Kimrod

What can we say, Soz? Both of these game-oriented movies achieved max suckiness! (At least the first *Crow* was good).

that's the only way the company can erase its past mistakes with the series.

► **Douglas Berry**, age 16
sunstar28@hotmail.com
Favorite Games: RPGs, Simulations, Racing
Favorite Games: *Final Fantasy* (Entire Series), *The Legend of Zelda: The Ocarina of Time*, *Gran Turismo*, *Tekken 3*, *Colony Wars*, *Vengeance*, *Carnage Heart*.
Quote: This is so much fun, it's freaky!

► **Bruce Bigg**, age 16
kllabree44@web.net
Favorite Games: *RE: 1&2*, *Metal Gear Solid*, *NBA Live '99*, *Coony Wars 1 & 2*
Quote: The greatest trick the devil ever pulled, was convincing the world he never existed.

► **Michael Zianowski**, age 12
miken90@aol.com
Favorite Games: All

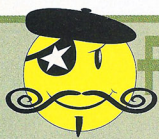
Favorite Games: *Test Drive Off Road 2*, *Crash*, *Berlinator 3*, *Twisted Metal 3*, *Resident Evil 2*, *WWF Warzone*, *NHL Blitz*, and *WCWMM Thunder*

► **SupaSayah9**, age 12
SupaSayah9@aol.com
Favorite Games: RPGs, Action, Shooters, Sims, Racing, Survival Horror
Favorite Games: *RE2*, *MGS*, *Colony Wars*, *Coony Wars 2*, *Tekken 3*, *Gran Turismo*, *Parasite Eve*, *FFVII*
Quote: N64 shall bow down to thy PlayStation-Austin 3/16

► **Tiffany Knotts**
tyknotts@hotmail.com
Favorite Games: All
Favorite Games: *Xenogears*
Quote: Why be normal?

► **Akira Thompson**, age 15
CJone02@aol.com
Favorite Games: Anything Japanese
Favorite Games: *Breath of Fire 2*, *FF7*, *N20*, *Parappa the Rapper*, *Tekken 3*, *Metal Gear*, *Dragon Ball Z*, *Legend of Lemme*
Quote: Hey, did you check the Toilets on... the... right?

► **Mike Schadenack**, age 15
Ninjab03@aol.com
Favorite Games: Rpg, sports, adventure, survival horror
Favorite Games: *FINAL FANTASY VII*



FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemedia.com**, and label the subject heading "Fan Art." Now get busy making that art!



▲ DKartoon has always got some cool fan art cookin' at <http://home11.pacific.net.sg/~kartoon/>.



This fierce Yugo was done by TeknoKat.

► Sony Lee wants to hear what you think of his "Chibi-Lara." You can email him at Tel2Zee@yahoo.com.



▲ Thanks to A. Prelo from Woburn, MA for this piece.



Oh, you want some 'ya?

Chibi-Lara



▲ Thanks to Kim Loh for this cool pic of Rival School's Hayato.



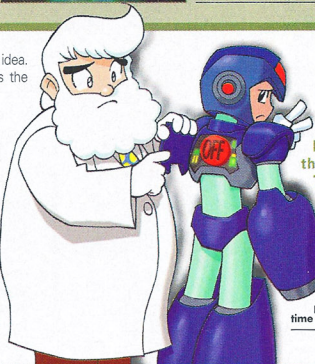
◀ Thomas (no last name given) sent in this great pic of Aeris.

CAPCOM NOT READ THE TOP-SELLING PLAYSTATION MAG? All of those letters were from readers who wanted to see the next game featuring the Blue Bomber! If the next generation of *Mega Man* games do not focus on taking on boss after boss, but are more action/adventure-ish (RPG, anyone?), the series has the potential to be as popular today as it was ten years ago. Imagine an RPG where a secondary objective is to locate all of the additional firearms—with a PocketStation, you could trade with a friend the weapons you have found for theirs. And including the *Mega Man* series

in *Capcom Generations* is a great idea. But enough from me—what does the PSM team think?

Charles R Jarrell
ryanandseth@compuserve.com

► **STEVE:** You have some good ideas there, Charles. Let's hope that Capcom reads your letter. I think the reason that you won't be seeing very many *Mega Man* or *Street Fighter* games titles in the upcoming years is that Capcom thinks that both series have out-



MAYBE IF I STAND HERE AND LOOK PITIFUL LONG ENOUGH, I'LL GET ANOTHER CHANCE!

lived themselves.

There have been countless sequels made but all of them have remained pretty much the same. However, there is one *Mega Man* title that we know of that should be coming out

◀ Is Capcom getting ready to pull the plug on *Mega Man*? Only time will tell, but we certainly hope not...

Metal Gear Solid, *Resident Evil 1 & 2*, *Wild Arms*, *Madden*, *NFL*, *99*, *Final Fantasy Tactics*, *Chrono Trigger*, *Parasite Eve*, *Breath of Fire III*, & *Changel*

▲ Dan Carmelo, age 16

dcarmelo@hotmail.com

Favorite Games: Only RPG's

Favorite Games: *Xenogears*, *Final Fantasy III* and *VII*, *Suikoden*, *Breath of Fire 3*, *Castlevania SOTN*, *Final Fantasy Tactics*, *Chrono Trigger*, *Ogre Battle* (SNES version) and any other good RPG.

Quote: "Do you want the power?"

▲ Tyler Shaibot, age 12

cshervell@hotmail.com

Favorite Games: Action/Adventure, Sports,

Racing, Strategy RPG

Favorite Games: *Metal Gear Solid*, *Thill*

and *Thill*, all the *Crash* series, *WWF*

Warzone, *NFL Gameway* 88 and 89, *Test*

Drive Offroad, and *TP88*

▲ Phil LaChapell, age 19

crash124@hotmail.com

Favorite Games: All types of games

Favorite Games: *FFVII*, *Resident Evil 2*,

Parasite Eve, *Tomb Raider 3*, *Soul Blade*,

Wildarms, *Need for Speed 3*

Quote: "Dull Stupid Bored"

▲ Miranda Polsean, age 16

LinaCandle@hotmail.com

Favorite Games: Action/Adventure, Fighting

Favorite Games: *The Tekken series*, *Tomb*

Raider, *Clock Tower*, *Monster Rancher*, and

Worms.

Quote: What a person looks like, what their

background is, has nothing to do with what

the person has inside, is truly worth, or what

they are capable of.

▲ Ryan Belanger, age 16

ryanbelanger@hotmail.com

Favorite Games: All

Favorite Games: *Need for Speed 3*, *Gran*

Turismo, *Xenogears*, *Marvel Super Heroes*

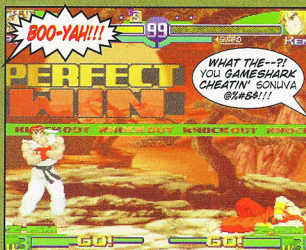
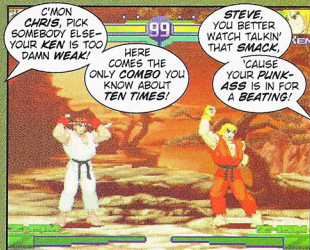
vs *Street Fighter*

Quote: "A strategy guide isn't cheating, it's

just an easier way of winning."

smart bomb

"JUST ANOTHER AFTERNOON"



for the PlayStation sometime in the near future. It is a Mega Man Legends-type game but you play the role of the , the bad girl from Legends, instead of Mega Man. That is certainly an interesting twist, so we are interested in seeing how the game turns out. No details about it coming to the U.S., though.

From our view, it looks like Capcom is trying to

I was reading your Feb. issue and one of your letters had some kid from Cal. saying that one of his teachers threw out his Nov. issue because she thought it was pornographic! I thought "Man, his school sucks!" At my school, some of my teachers end class early and discuss Playstation with me and my friends. Obviously my male teacher didn't think it was pornographic — he asked to borrow it for the strategy guide for TR2. So if your teach-

ceptions of the person you happen to be talking to. Apparently, the teacher from that other school felt our December issue cover was not suitable for teenagers. Regardless, that teacher didn't have any right to throw the issue away. She should have asked the owner of the magazine to put it away. Besides, there is nothing on that cover that you can't see on television or in the movies. Anyway, enough about that topic.

On another note, it is certainly neat that your teacher finds PSM as

for another wrestling franchise. ECW is the next

big league, so we will have to see. Until then, just keep watching those pay-per-views.

I just wanted to comment on Noah's reply to Trevor Sparranboom's letter in Issue 19 (March 99). Noah mentioned that "the only 100% reliable memory cards are those made by Sony." I just wanted to share my experiences. I have purchased and use numerous Sony and MadCatz memory cards and the only cards that have failed on me were Sony cards. On two separate occasions I have had Sony cards go dead on me and become "unreadable." On the other hand the MadCatz cards have been 100% reliable through years of saves.

The Sony cards may be the only "Certified" cards, but they are by far NOT 100% reliable.

J. Butler
San Diego, CA

► **NOAH:** No, they aren't 100 percent reliable. Nothing is. The Sony cards have a better track record and despite your experiences, they still get the top recommendation. We have to say that out of all the third party memory cards, the Mad Catz 15 block cards are also fairly reliable. If you have any problem with your Sony cards, you can call 1(800) 345-SONY

for customer service. They should be able to help with whatever your problem is.



C'MON TEACH, I'M ONLY TRYING TO LEARN MORE ABOUT HUMAN ANATOMY!

THWACK!



Here at PSM, we believe teachers shouldn't be beating on their students for reading our fine mag.

Illustration: Robert De Jesus

release new games that it hopes will fill the gaps left behind by the reduction in Street Fighter and Mega Man titles. To replace Street Fighter, Capcom has developed Power Stone, a rather unique-looking fighting game. D fighting game, and JoJo's Venture, a traditional 2-D fighting game that runs on the CPSIII arcade hardware. To replace Mega Man, Capcom will probably start to release other platform-type games, such as Strider 2.

Regardless of how it all ends up, I am sure that Capcom will still release both Mega Man and Street Fighter titles every so often. Just don't expect that many of them, especially when you are talking about PlayStation conversions.

ers don't like PSM, open up an issue and let them experience the warm fuzziness that it brings to its legions of loyal subscribers.

Oh, and one question; do you guys know if there will be an ECW (Extreme Championship Wrestling) game coming out. ECW! ECW! ECW!

Drew
Amherst, NY

► **STEVE:** Well, as with anything opinion-related, pornography is open to debate. It all depends on the per-

useful as you do. Just don't let him borrow your issues and forget to return them (hehe).

As for ECW, there is a very slim chance that Acclaim may pick up the license. Now that they no longer have the WWF rights (once WWF Attitude is released), they are looking

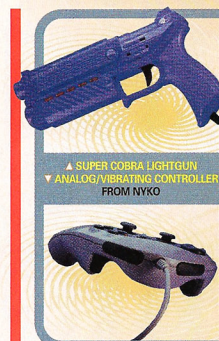


Only Sony's official PlayStation memory cards are 100% certified, but that doesn't make them 100% reliable.

certified, but that doesn't make them 100% reliable.

TOP THIS!

Each month, we put together three tough tests of skill. If you're good, you can win cool prizes and see your name in print! Only one winner will be selected from each challenge, so get your entry in early. Send in your entries, with the name of the contest printed on the envelope, to **PSM Top This!**, c/o **Imagine Media**, 150 North Hill Drive, Brisbane, CA 94005. Include your return address. No e-mail entries allowed! We can't return any pictures you send. Enter today!



WIN ALL THIS!

15 PLAYSTATION GAMES!
FROM PSYGNOSIS



▲ MAD CATZ SPORTS PACK

The prizes for Top This this month are out of control! Three gamers of ultimate skill will each win a **Score Pack featuring an analog, vibrating controller and memory card, plus a Super Cobra Lightgun**; all from the nice people at Nyko. That's just the start, though. The winners will also receive a **Mad Catz Sports Pack** that includes a cool blue digital controller, a blue four-player multi-tap, plus a couple sports-themed memory cards, all thanks to Mad Catz! It wouldn't be fair to send the winners

with such amazing gaming prowess all these peripherals and not send them some new games to try them out with, so we've got Psynosis to contribute 15 of its titles including; **Rollcage, Blast Radius, Eliminator, Pro 18: World Tour Golf, Colony Wars: Vengeance, F1 98, Roll Away, Psybadek, ODT, Lemmings, Chronicles Of The Sword, Adidas Power Soccer 98, Discworld II, Sentinel Returns** and the classic **Destruction Derby 2**. This is one major package that has some of the guys around the office drooling, so get your entry in early!

CHALLENGE #1:

Street Fighter Alpha 3

MAX OUT YOUR CHARACTER

This is easily the best *Street Fighter* game ever made, so how could we not include it in our Top This challenge? The competition is sure to be tough, so get your entry in quick. The highest rating that a character can achieve in the *Alpha 3's* World Tour mode is level 32. The challenge: get your character up to level 32 and completely master all three ISMs. Then, take a picture of the screen and send it our way. The first person to do so gets the prize.

CHALLENGE #2

Sports Car GT

BEST TIME ON LAGUNA SECA

Part of the fun in this racer is building up your car into the ultimate road machine, then taking it to the road. Here's the challenge: create the best car you can, then race it in Time Trial Mode on the Laguna Seca raceway. Take a picture of the race result screen you go to after you cross the finish line. In your entry, be sure to include the kind of car you were driving and how you have modified it. The best time wins.

CHALLENGE #3:

Big Air Snowboarding

BEST WORLD TOUR TIME

The most challenging event to perform in *Big Air* is to play through the World Tour. Race in Freeride Mode on Easy Mode to attempt to get the best overall time. This Tour combines the best Freeride courses and includes a "boss" to beat at the end on one of the most difficult courses in the game: Freeride: Scotland. Only the best overall time will win, so send us a picture of the screen showing your best overall time. Good Luck!

WINNERS!



This month we have quite a few winners, since we had a bit of catching up to do. From now on, you can check here each month to see who won. Congratulations to everybody listed!

Devil Dice

FILL UP THE XI GALLERY

Scott Freyburger
N. Tonawanda, NY

Bushido Blade 2

EARN ALL THE SUPPORT CHARACTERS

Bill Than
Cincinnati, OH

Test Drive 5

FASTEST TIME ON THE DRAG STRIP

Julius Lee Watson
Guntersville, AL

Abe's Exodus

RESCUE ALL THE MUDDOKONS

Andy Hendricks
TROUT CREEK, MI

Tomb Raider 3

BEST TIME ON RACETRACK

Jeff Patsko
Adoh, PA

NFL Blitz

GET ALL THE CINEMAS

Tony Luu
San Leandro, CA

Metal Gear

RANKING OF BIG BOSS

Joshua Richley
St. Louis, MO

Brave Fencer

Musashi

GET ALL THE ACTION FIGURES
Richard Rebulosa
Cicero, IL

Crash Warped

GET 100%

Sergio Velasco
Rockville, MD

Tiger Woods

Golf '99

LOWEST SCORE
Rob Solander
Missoula, MT

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Welcome to Otaku Station, the official PSM gift shop! Here you can find high-quality PSM-branded clothes and gear. Each item is personally deemed cool by the PSM staff before hitting this page. Take a look around!

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CLAYTON LINQUIP & LANSING, MI.
THANK FOR SHOPPING WITH US!

HELLO! WELCOME TO OTAKU STATION!
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SHORT-SLEEVE BANZAI

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PSM
IGN'S Independent PlayStation Magazine

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(BACK ISSUE ORDERS ONLY)



Illustration: Robert De Jesus

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

► Brandon Daiker

208 South Lincoln St.
Odeboit AI 51458

Description: I am looking for a *Tales of Destiny* game and I will be willing to pay 30 dollars or best offer. I am also looking for a *Final Fantasy 8* Demo Disc (You know, the one that came with *Mushahiden*). I am selling a 15 block memory card (10 dollars) and a Dock Standard controller (10 dollars), or I will trade both for a Dual Shock Sony Controller. Please Contact me regarding any of these items.

► Joe Sousa

josousa@gmail.com

Description: Looking to trade *OverBlood*, *Soviet Strike*, *Air Combat*, *Samurai Showdown III*, *Final Fantasy VII*, *Cart World Series*, *Thunder Strike 2*, *Nascar 99*, *Teemo's Deception*, *TNN Motorsports Hardcore 4x4*, *Twisted Metal 2*, *Magic: The Gathering-Battlemae*, *Parasite Eve*, *Crash Bandicoot*, *Clock Tower*, *Dynasty Warriors*, *Ninja: Shadow of Darkness*, *Star Wars Masters of Teras Kasi*, *Star Wars Rebel Assault II*, *Star Wars Dark Forces*. All the above games are used. I am looking for Japanese import Playstation games in return.

► Anthony S.

schlinging@aol.com

Description: I am looking to sell my PlayStation with a dual shock analog controller as well as two normal controllers, plus a mega memory card. I am also selling all of the following games: *Tomb Raider II* (\$10), *Tomb Raider III* (\$25), *Tomb Raider III* (\$30), *Metal Gear Solid* (\$30), *Gran Turismo* (\$30), *NFL Gameday 99* (\$30), *NFL Gameday 98* (\$20), *Tenchu* (\$30), *Resident Evil 2* (\$30), *Resident Evil DC* (\$25), *G-Force* (\$20), *Wipeout XL* (\$20), *Vigilante* (\$25), *Colony Wars* (\$25), *Destruction Derby 2* (\$20), *NHL Faceoff* (\$10), *Tekken 2* (\$20), *Soulblade* (\$20), *Final Fantasy VII* (\$25), *Jet Moto* (\$10). All games are in mint condition. I also have strategy guides for several of the games which I will sell for a few dollars.

► Justin Lynch

10725 Cedar Grove Rd.
Fairburn, GA 30213

Description: I just want to sell a couple of my old PlayStation games that I don't play anymore: *Tomb Raider II* (\$30), *Nuclear Strike* (\$23), *Age Racer* (\$16), *The Hard Trilogy* (\$13), *Time Commando* (\$13), *Steel Harbinger* (\$13), *Rush Hour* (\$13), *Ridge Racer* (\$13).

► Johnathan Ramos

3201 Ots Drive
Alameda, California 94501

Description: I want to sell/trade *NHL Faceoff*, *MK Mythologies*, *Monster Rancher*, *Armored Core*, *Wild ARMs*, *MK4*, *Megaman Legends*, and *Greatest Hits of Warhawk* and *NFL Gameday*. Looking for *Time Crisis*, any Capcom fighters, Sony Dual Shock, and *Dragonball GT*. Final Bout. Willing to sell games for \$30 and below. I also have a large collection of N64 games.

AD OF THE MONTH

► STEVE

soz1@juno.com

Description: FIRE SALE: *Gran Turismo* (\$25), *Tekken 3* (\$20), *Tekken 2* (\$15), *Tekken* (\$10), *The Hard Trilogy* (\$15), *International Track and Field* (\$5), *Toshinden* (\$5), *Shootout '97* (\$5). Demo

► Zack Hamilton

dgenerat1onxh@hotmail.com

Description: I am looking to sell *Tekken 3*, *Cool Boarders 2*, *Tomb Raider II*, and *WCW Nitro* for \$20-\$30 each (or best offer). I am willing to trade for *Metal Gear Solid*, *Game Shark*, or *Syphon Filter*. My games are in excellent condition and have cases and booklet. I will only trade for games that are in the same condition.

► Kyle Nyquist

Fishmaster@mindless.com

Description: Wanting to sell playable *FF8* demo that came with *Brave Frontier*. *Mushah* is best offer. Only used once. I'll take \$5 or best offer.

► Kyle Vaughan

Comp765@aol.com

Description: I want to sell *WCW/nWo Thunder* and *NBA Live '99*. I am selling them for \$30 each, or \$55 together. Prices are flexible. I am also looking for a copy of the advancing game of *Devil Dice* or *Colony Wars: Vengeance*.

► Nate Cox

bloodmen1@hotmail.com

Description: I am looking for RPGs: *Wild Arms*, *FF7*, *Karta*, *Brigandine*, and *Xenogears* in the best condition possible. I am also looking for *X-men vs. Street Fighter*. I will pay \$15-35.

► Josh H

ZooYorkES@aol.com

Description: I am looking to trade my PlayStation games. I have *Duke Nukem/Total Meltdown*, *Jet Moto2*, *The Hard Trilogy*, *NFL GameDay98*, *Coolboarders2*, *Bloody Roar*, *Tekken 2*, *Twisted Metal2*, *GameShark v2.3*, and a *Analog Controller*.

► Daniel

Drc3@juno.com

Description: I am selling my 1 month old PlayStation 2, regular controllers, *Breath of Fire 3*, *Spyro the Dragon*, *Blasto* and an awesome demo disc with *demos like Metal Gear Solid* and *NFL Gameday 99*, plus a memory card, and all the required wires for only \$175.

► Joe Quimby

joie.311@hotmail.com

Description: I am looking to trade *Metal Gear Solid* (ooocoh), *Gameday 98*, *Breath of Fire 3*, *Final Fantasy VII*, *Tekken 2*, *Coolboarders 2*, *Road Rash* SD, and *Jet Moto*. I will sell or trade these very cool games. Name a reasonable price please. I am looking for *Tales of Destiny* and almost any other RPGs.

Dises (\$5 for everything: Jam Pack Vol. 1, 2, Pss Underground Vol 1, Iron & Blood, Ship Wreckers, Spyro the Dragon, SquareSoft Demo, another Playstation Underground Demo). All Dises are in excellent condition. Prefer buyers in the NYC area (especially Queens), thank.

► Paul Frampton

p_frampton@hotmail.com

Description: I am willing to sell *Need For Speed V-Rally 2* Demo Discs (including playable demos for *NFL Gameday* and *Twisted Metal 2*), *All Star Baseball* Featuring Frank Thomas, *Crash Bandicoot 1* and *Road Rash*. Email for prices. Willing to trade, but would rather sell

► Aaron Hsiang

Limin17@aol.com

Description: I am selling the following games for \$25 each: *Final Fantasy 7*, *Resident Evil 2*, *Tekken 3*, and *Final Fantasy Tactics*. Also willing to sell *Fire Racer* for \$20, and *Vandal Hearts* for \$15. All games are in great condition.

► Austin Alcorn

calyps074@juno.com

Description: I'm looking to sell original controllers to PSX. They are in mint condition, \$20. Also selling *2Xtreme* in mint condition, \$10. I'm looking to buy *Metal Gear Solid* cuz this game kicks @\$\$\$. Will pay \$20-35 for it or will trade both the controllers and *2Xtreme* for it.

► J.H. Park

engelsat1@earthlink.net

Description: I am willing to sell PlayStation + 2 games (*Final Fantasy 7*, *In the Zone 2*) + 1 memory card + *SNES + 4 games* (*Mario World*, *Killer Instinct*, *Earthbound*, *Art of Fight*) for around \$250 ~ \$300. All are in mint condition.

► Shawn Zemba

ZyberDragon@juno.com
Wrightwood, California

Description: I'm selling my PlayStation with 1 regular controller & 1 enhanced Asciiwave controller for \$100. Also selling *Twisted Metal 2* (\$15), *Rally Cross* (\$15), *Tomb Raider 2* (\$25), and some PlayStation Underground CD's & other demos (\$1-\$10). All the above are in mint condition and have their instructions, manuals etc

► Kevin McMichael

9280 H Harover Xing Dr.
Mevinsville, VA 23116

Description: I am looking to trade a mint condition *Vigilante*, *Final Fantasy VII* (with Guidebook and memory card), a brand-new *NBA Live 99*, a mint condition *Need For Speed 3*, a black *Mad Katz Analog Dual Shock-type* controller and five demo discs. Best offers accepted.

► Zachary Carswell

ZCarswell@compuserve.com

Description: I want *Resident Evil 2: Director's Cut*. I will trade it for the many games I own. Also I will sell or trade the following: *Street Fighter Alpha 2* (\$20), *Syndicate Wars* (\$15), and *Colony Wars* (\$20).

► Matt Stein

buelline@pacbell.net

Description: I am willing to trade *Gran Turismo* and *SaGa Frontier* for *Breath of Fire 3*, *Heart of Darkness*, *Mega Man Legends*, or *Monster Rancher*. I would prefer games that are in mint condition. If you are interested in trading games, contact me at my e-mail address.

► Danny McIrite

1038 Alberta St.
Fordland, MO 65652

Description: I am willing to sell or trade *Nuclear Strike* and *Incredible Hulk: The Pathogen Saga*. I'm looking for *Bubble Bobble* and *The Fifth Element*.

► Nate Rock

5336 Waterbury Dr.
Crestwood, IL 60445

Description: I am willing to trade or sell these games: *FIFA 98*, *Tekken*, *Coolboarders* and *Tomb Raider*. The games I am looking for include *Crash Bandicoot*, *Twisted Metal 2* and *Grand Theft Auto*. I will give a demo disc for each game traded or sold.

► Jessie Louan

4127 Dubuque
Des Moines, IA 50317

Description: I want to sell/trade: *Mega Man 8*, *WWF WarZone*, *Twisted Metal* and a controller (All in good condition). Prices range from \$25-\$50. I'm looking for *Cool Boarders 3*, *NFL Blitz*, *Dead or Alive* and a 360 block memory card.

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You can also send e-mail to: psm@imaginemedia.com. (Be sure to put "marketplace" in the subject heading.) BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

RESET

COMING NEXT MONTH IN ISSUE 22 OF

PSM
PLAYSTATION MAGAZINE

MORE PLAYSTATION 2!

This month's coverage was just the tip of the iceberg! Now that Sony has let the cat out of the bag, new rumors and info are pouring into our offices daily. We'll bring you up to date, plus we'll get reactions from several key third-party developers. It's gonna be one wild ride until the machine launches this Winter in Japan, and it all starts next issue!



FULL DISCLOSURE ON SONY'S '99 LINEUP

Chris just got back from Japan, where he toured Sony's developers, playing all the top-secret new games for the year such as *Um Jammer Lammy*, *Ape Escape*, *Gran Turismo 2*, *Omega Boost* and more. If you haven't heard of some of these titles, trust us, pretty soon everyone will be talking about them. Next issue we'll have loads of screens and tons of info for each of these games, so don't miss out!

R4 PERFECT GUIDE

This game has been on maximum play since we first got in the Japanese version. Next month we'll let you in on all of our personal secrets and strategies, so you can dust the competition and unlock all of the hidden cars (even the elusive Pac-Man mobile!). Just, um, don't tell Chris how to beat us, okay?



We're almost at the end of another issue! Here are some parting shots of the PSM staff doing what they do best—goofing off.



▼ Yes, this is a Parappa Toaster.



PLEASE
DON'T SHOW
THIS IN THE
MAGAZINE.

► Here we see the latest new Spring fashion at PSM HQ. Not everyone can pull it off, but as you can see, Noah wears Silly String quite well.

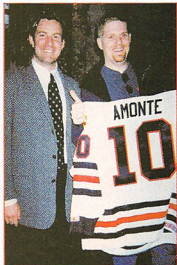
► Eug has spawned! Little Ian Wang weighed in at 6 pounds, 2 ounces. How about a nice round of applause for Eug and his lovely wife Suzanne! (Poor Eug—no more PlayStation for the next 18 years!)



▲ Ah yes, the classic PSM foolery. Just another crazy afternoon!



▲ "Not in my eyes!", Noah would shriek out through the pain.



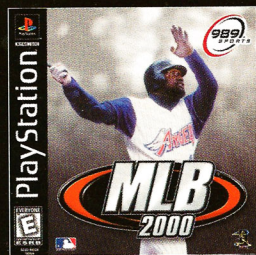
► What is Blake Fischer, former PSM editor, up to, you ask? From the looks of this picture, he married some guy named "Amonite" and joined the NHL.







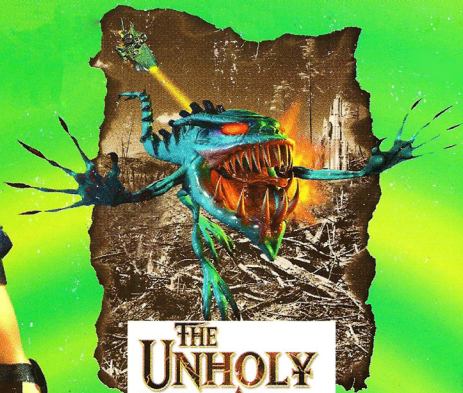
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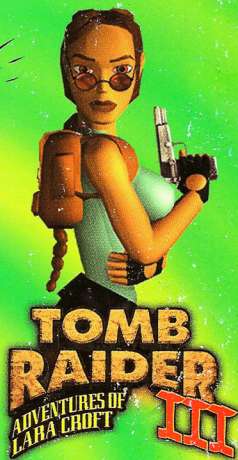
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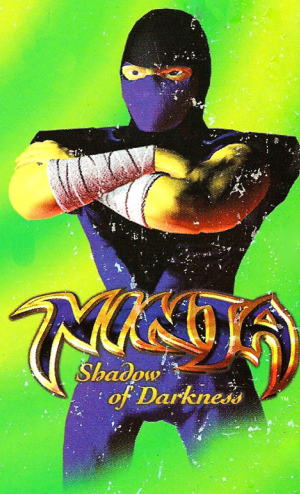
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